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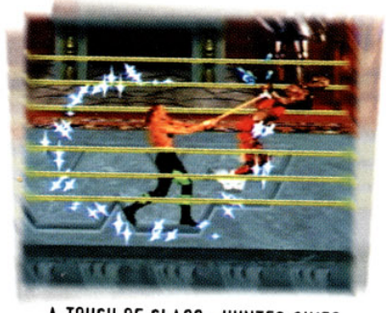

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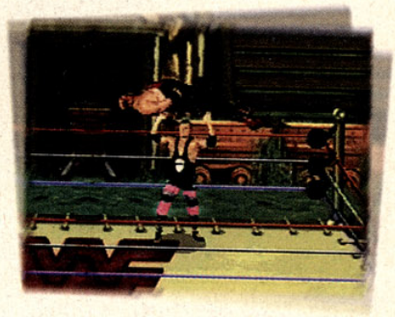

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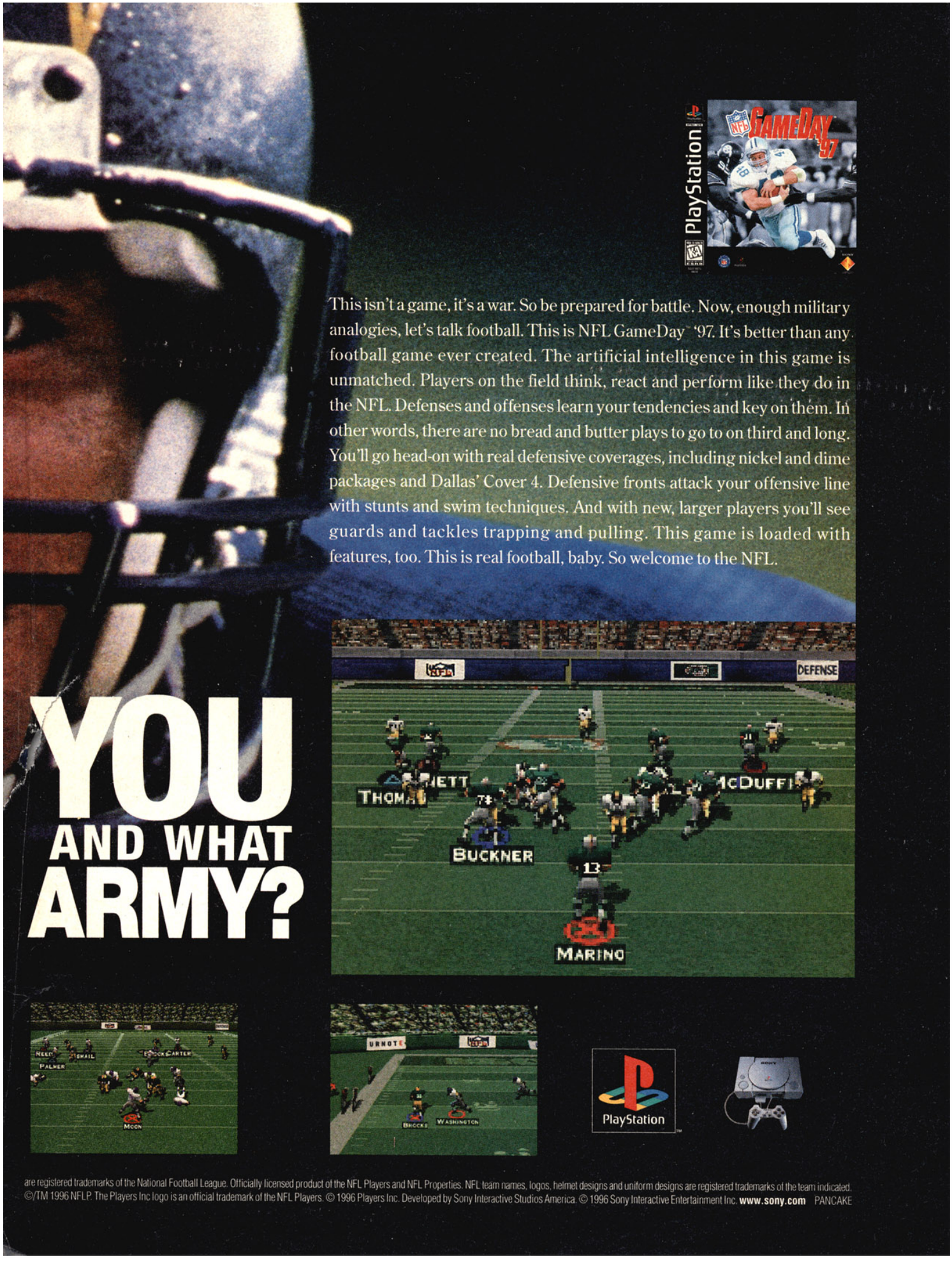

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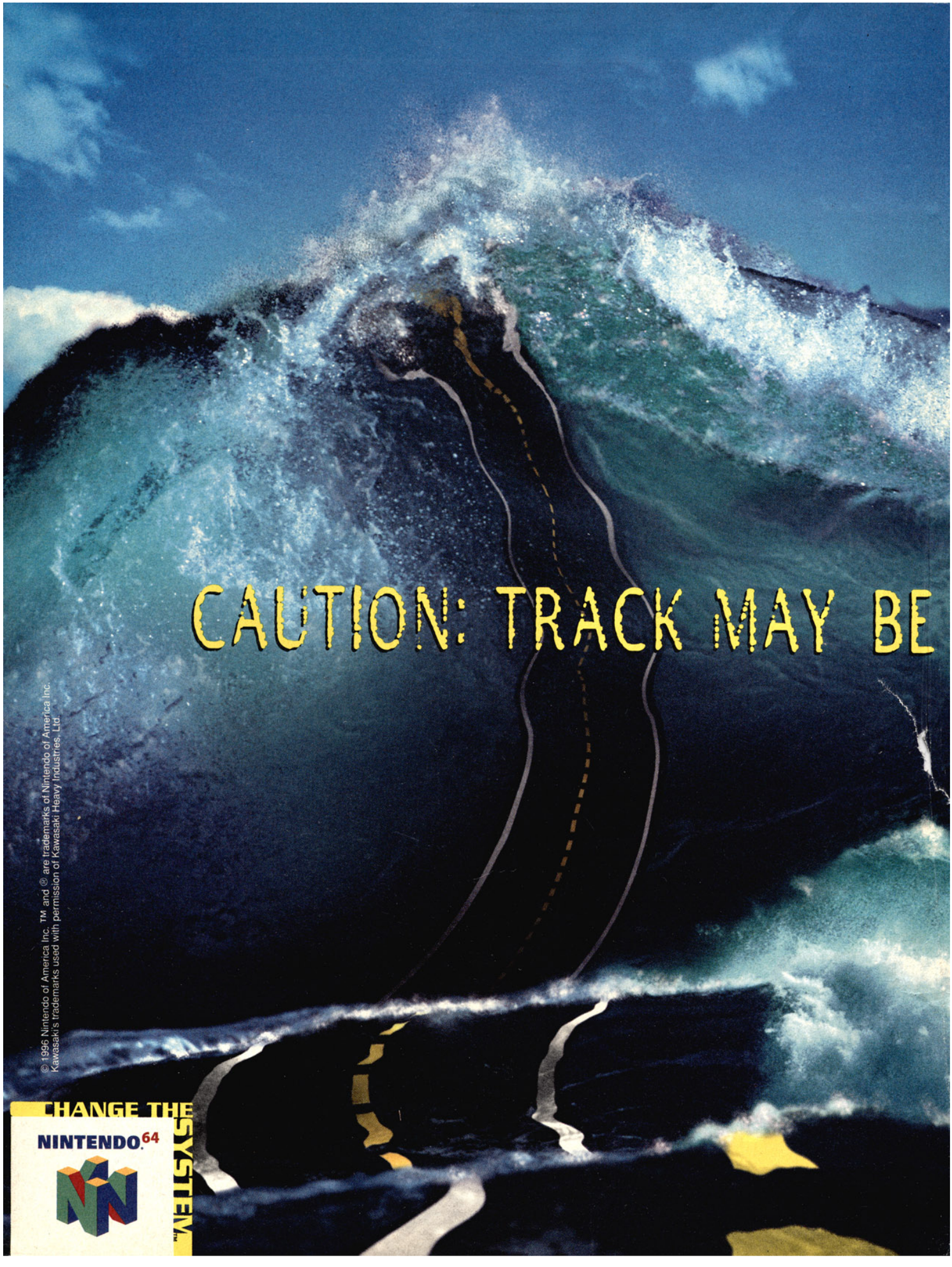

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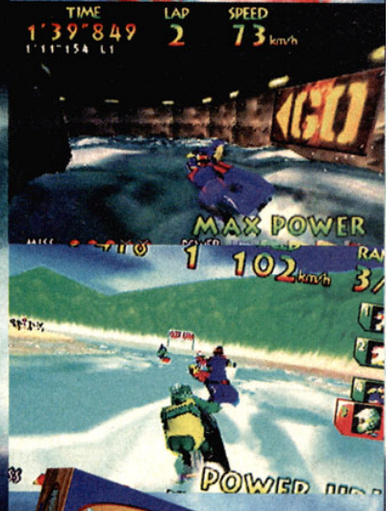

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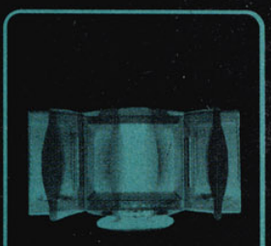

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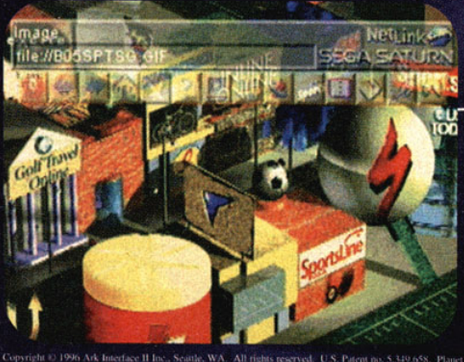

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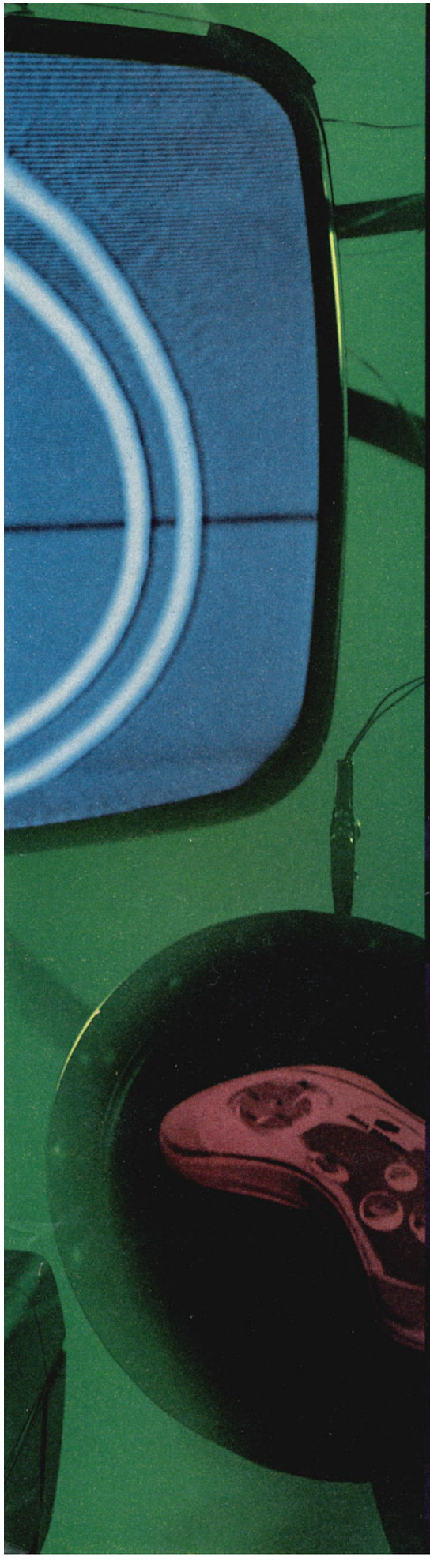

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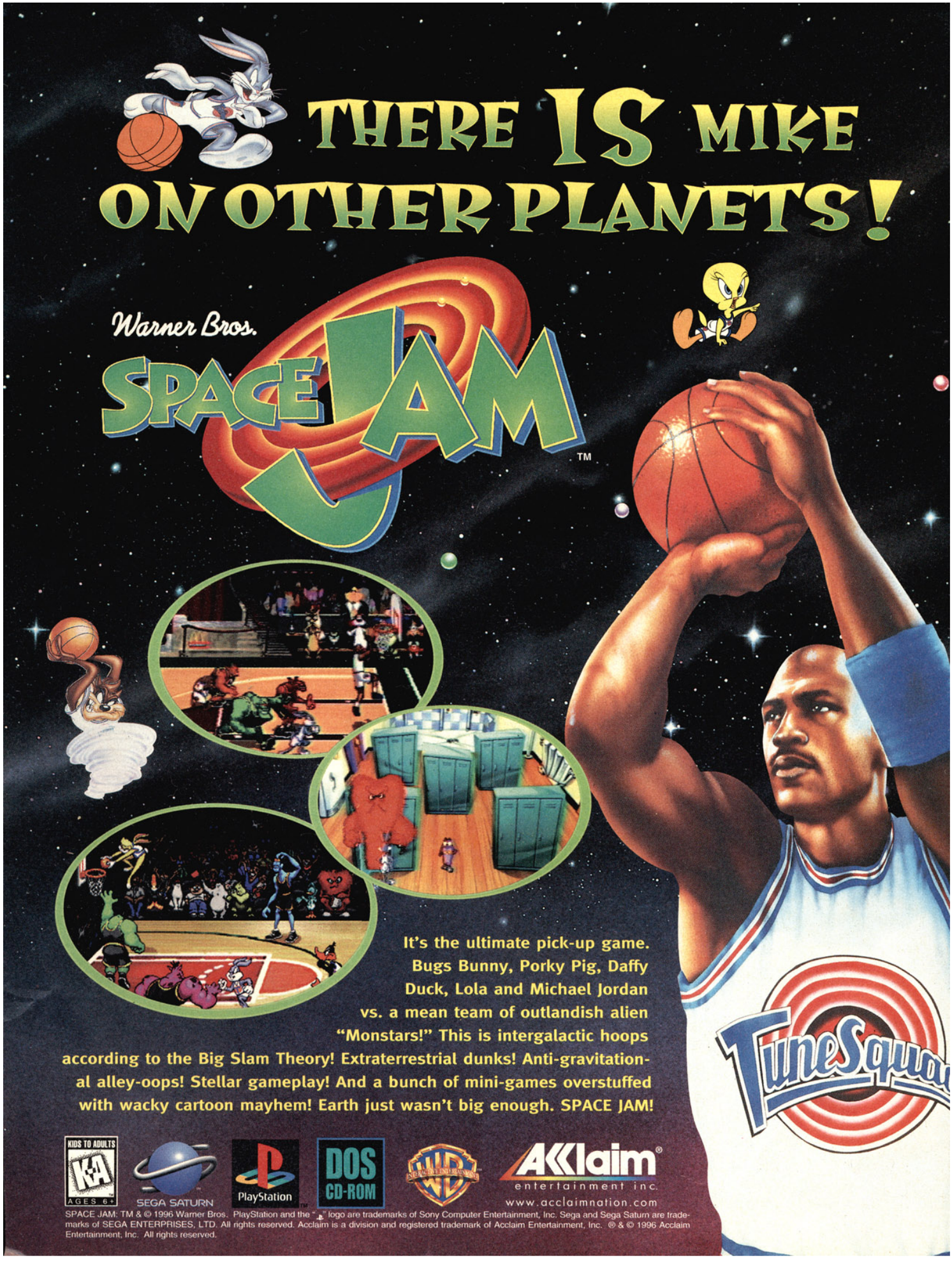
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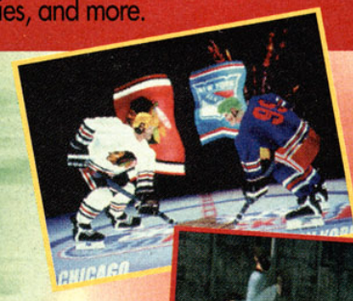

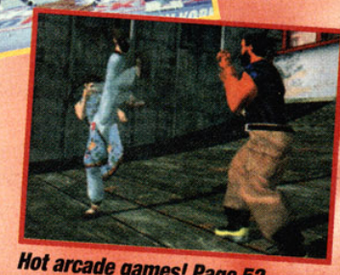

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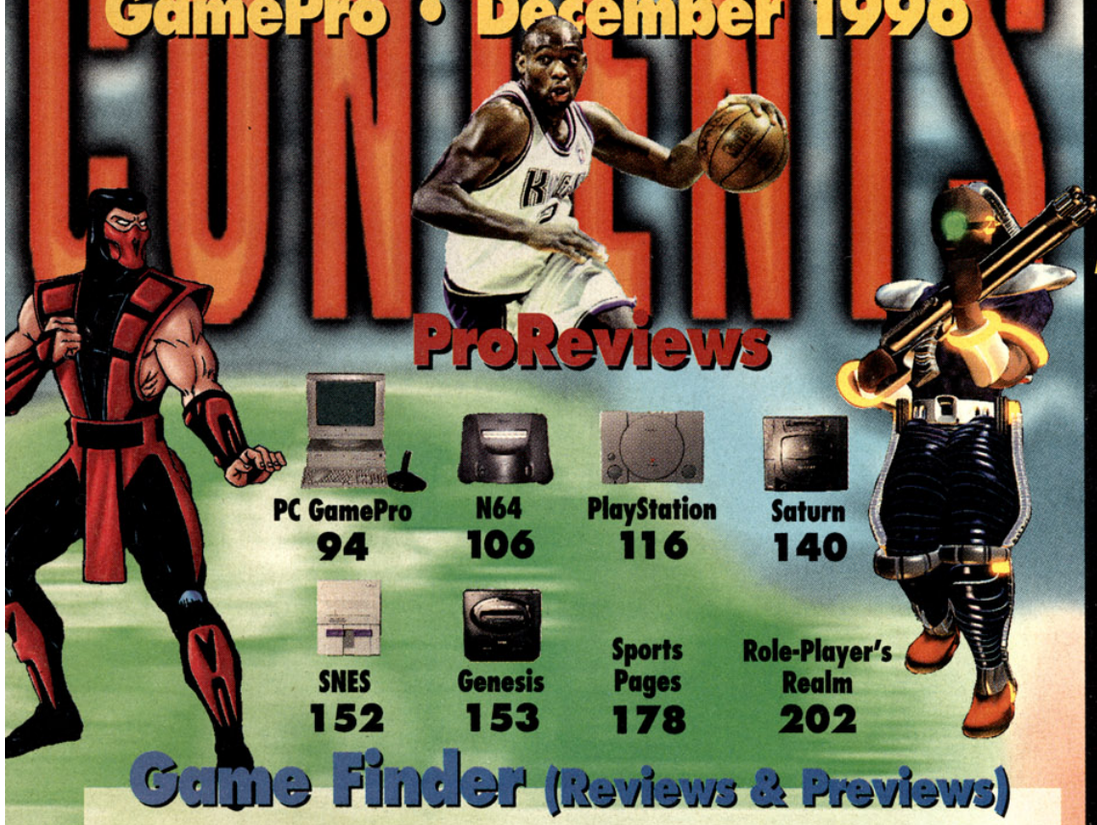

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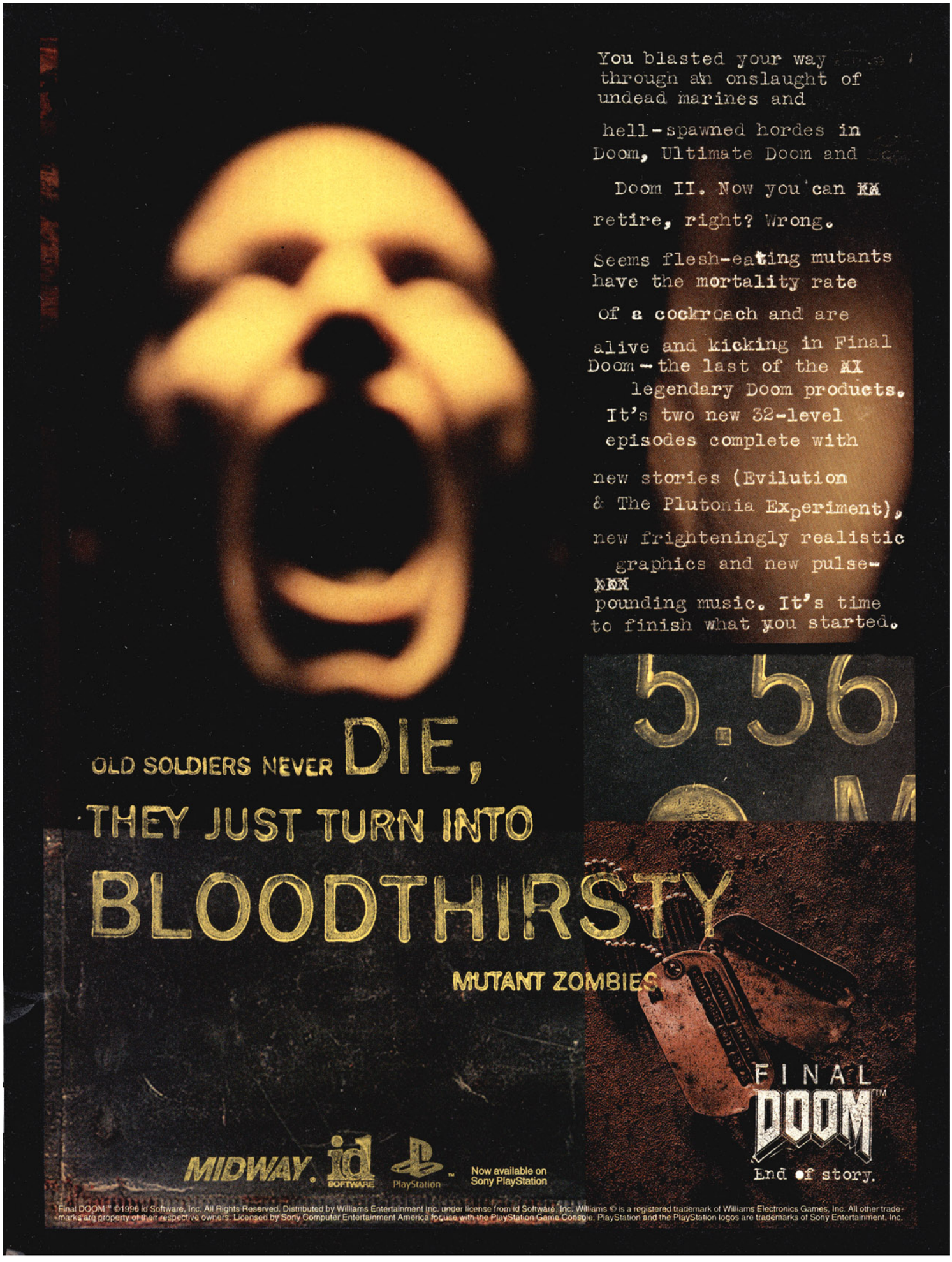

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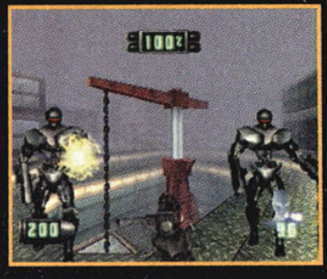

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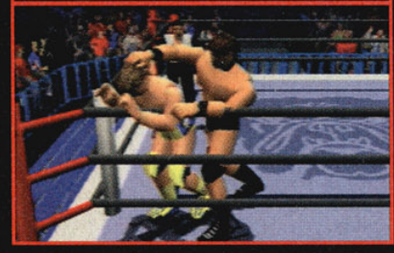

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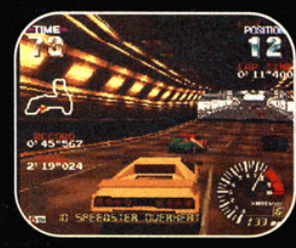

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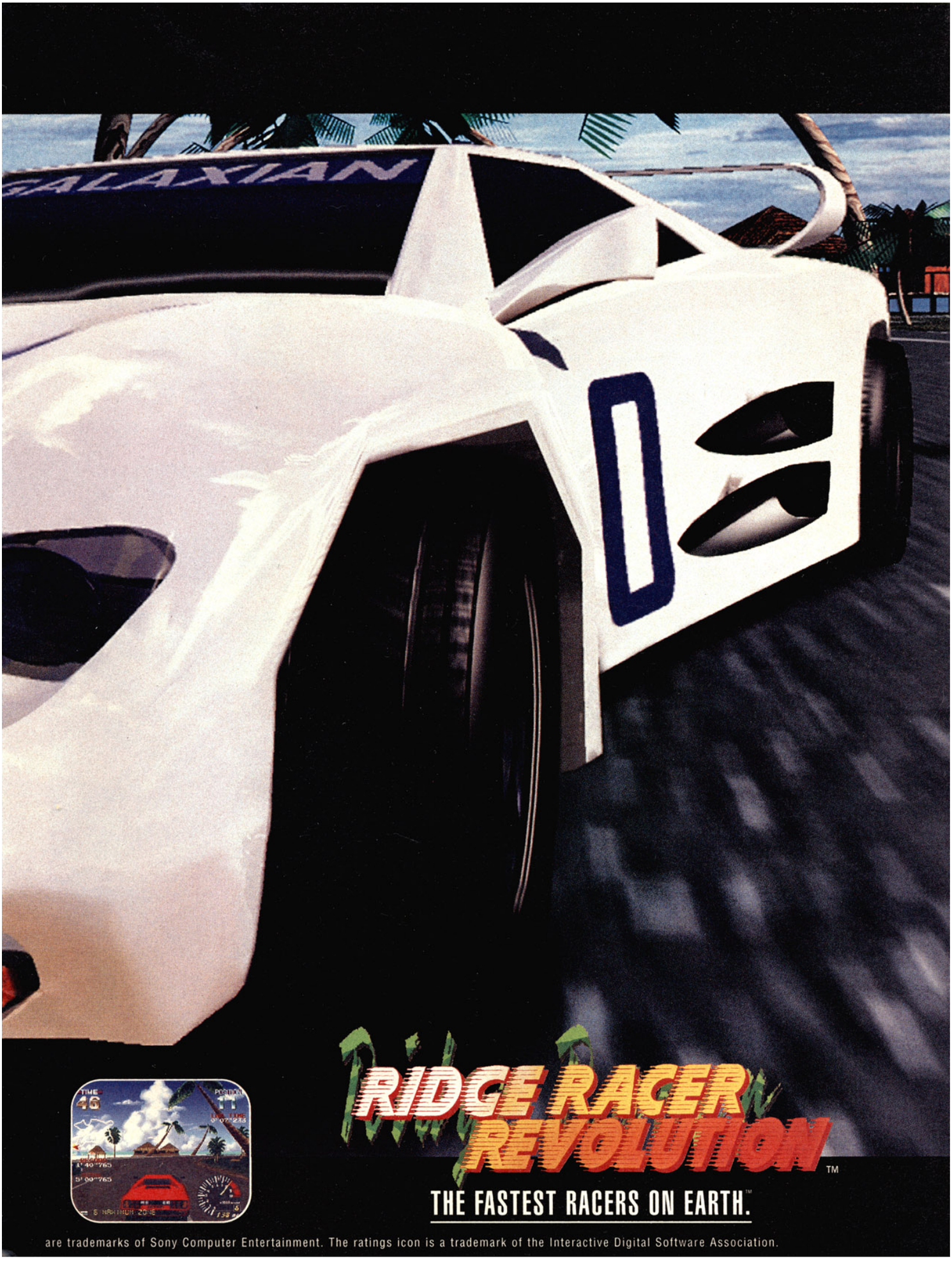

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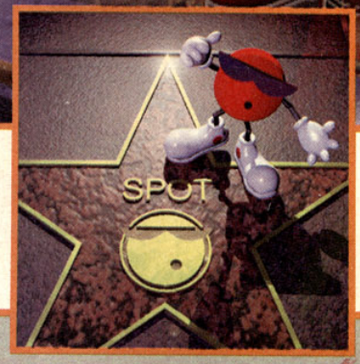
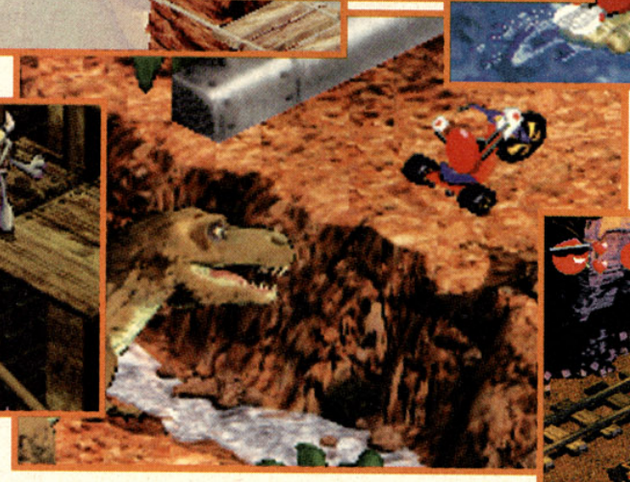
HE'S FLIRTING

"Hey, she came on to me first."





hidden sensor in the cartridge that actually checks for changes in the weather outside?

Barry Kovalak
Pittsburgh, PA

Captain Cameron replies:

Hey, maybe you're right, because there was this boiling hot day and I left my SNES running for about 18 hours while it was sitting in the sun, and the SNES felt really hot! But seriously, folks...games can do amazing things, but predicting weather isn't one of them. If they could, you'd better hope your game never crashes—who knows what kind of natural disaster would be lurking outside your house!

As shown in your July and August issues (see "Four From the Floor!", July, and "E3 Explodes!", August), the Electronic Entertainment Expo looked tremendous. Can the general public attend?

Steve Powell
San Francisco, CA

Doctor Devon replies:

Unfortunately, no. E3, which is scheduled for next June in Atlanta, is an industry-only event. Only people who work in the electronic entertainment industry (video- and PC-game software and hardware companies, the media, and retailers) can go. Tickets are not sold to the public.

We're Not Perfekt

Two lines of type were mistakenly dropped from "GamePro Labs" in our October issue. You can find the ASCII Saturn Stick at local gaming stores. Likewise, you can find the Psychopad K.O. at gaming stores or by calling ACT Labs at 800/980-9997.

Complaint Corner

The graphics and gameplay in Super Mario RPG are awesome, but I was disappointed in the difficulty level, I am an inexperienced RPG player, and even I beat SMRPG in only a few days. I would've thought they could've put a little more challenge into it. And when I did beat it, the ending was really terrible. I'm not the only one who thinks so; I talked to a few people in the GamePro Online chat room (on America Online) who agreed that Nintendo could've spent more than 10 minutes working on that ending!

T.J. Ferraro, Westminster, CA

Reader Report

The "Reader Report" in August asked you to identify some great movies that would make great games. When we tallied your nominees for new movie-based games, there was one overwhelming favorite: *Independence Day,* which is already coming (see "ProNews," October). Your other nominees:

- Ace Ventura: When Nature Calls
- Big Trouble in Little China
- Broken Arrow
- The Crow
- Days of Thunder
- Eraser
- Escape from New York
- Forrest Gump
- Hellraiser
- King Kong
- Reservoir Dogs
- The Rock
- Rumble in the Bronx
- The Santa Clause
- Seven
- Species
- Speed
- Striptease
- The Thing
- Transformers
- Tremors
- Twister

DESTROY

Art Attack

Pick of the Month

David Rivera, Winter Park, FL

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

RUBBLE

Josh Stubbles
Hollister, CA

Sky Sea Slowik, Lawndale, CA

LaRue James Binder
Los Angeles, CA

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

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E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

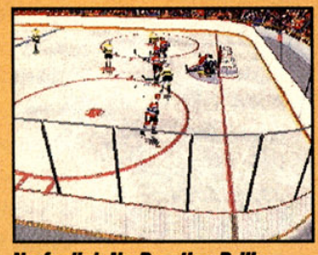
BUYERS BEWARE

By The Watch Dog

Ah, the Christmas holidays are nearly upon us. You know what that means: figgy pudding. They put that stuff in my dog dish every year, and I never know what it is. Maybe I should conduct a little DNA testing in the crime lab. But first, let me answer these consumer questions.

Q: I bought NHL All-Star Hockey for the Saturn. On the back of the box is a claim about Practice Drills, but these aren't listed on the main menu. Is there a special way to get these, or is it just a mistake on the box?

Bobby Abendschoen
Bloomfield, NJ



No foolin': No Practice Drills

A: **A Sega spokesperson explains:** Regrettably, Practice Drills are not in NHL All-Star Hockey, though they are indeed mentioned on the box. Practice Drills were originally planned for the game, but we took them out at the last minute. Unfortunately, the boxes for games are made before the final game is completed, and sometimes there will be a last-minute change in a game that contradicts something stated on the box. If you're extremely upset, you can try taking the game back to the store where you bought it, but we can't dictate any store's return policy. Sega itself doesn't have a return policy in place for this game.

Q: I recently rented Braindead 13 for the PlayStation, and the game locked up as soon as I turned it on. Then I rented it from another store, and the same thing happened. What's wrong?

"RHCP123"
Internet

Braindead 13 goes braindead?

A: **The Watch Dog commiserates:** Our copy of Braindead 13 also continued to lock up, so we asked ReadySoft for an explanation.

A: **June Brown from ReadySoft says:** There was a problem with the first-run copies of Braindead 13 that kept it from working correctly on the PlayStation. We did a second run of that game to eliminate the problem, so you should be able to find good working copies. Here's our technical-support number if you have any other problems: 416/322-7350, extension 739.

Q: Recently I beat Revenge of the Ninja for the Sega CD on the Hard setting. I took a picture of the diploma at the end, but I don't know where I'm supposed to send it. What's the address?

Jonathan Hackett
Birmingham, MI

No more Renovation, so no more "Master of the Ninja Arts" degrees for Revenge of the Ninja.

A: **The Watch Dog says:** Unfortunately, the street address is on Oblivion Road in the town of Nowhere, USA. Renovation was the Santa Clara, California-based company that made that Sega CD game, and back in 1993 they did indeed confer a "Master of the Ninja Arts" degree on gamers who beat the game in the Hard mode. However, Renovation, which also made Road Avenger and Time Gal for the Sega CD, has since gone out of business, and the phone number and address given in the game manuals no longer work.

You Make the Call

Having problems with hardware or software from Nintendo, Sega, or Sony? Here are the customer-service numbers to call:

Nintendo:	800/255-3700
Sega:	800/733-7288
Sony:	800/345-7669

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg…or worse.

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So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.

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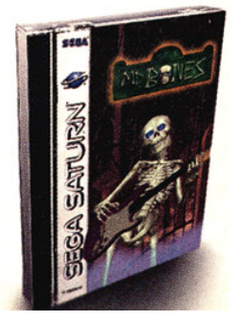

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PlayStation

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PRONEWS

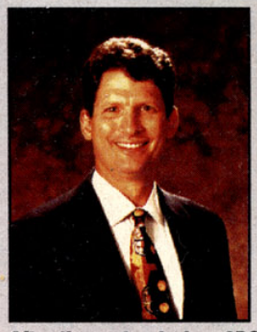
December 1996

3DO Company Restructures to Focus on Internet Games

The ambitious **3DO Company** that brought out the 3DO Multiplayer in 1994 has dramatically morphed into a smaller company with a new focus. Having already quit making games for its beleaguered system over the summer (see "ProNews," July), the company has restructured so that it can turn its attention to making multiplayer games for the Internet. As part of the restructuring, 3DO intends to sell its hardware division, **3DO Systems**, by year's end and reorganize its software division, **Studio 3DO**, into two separate units.

In addition to being 3DO's CEO, Trip Hawkins takes on the new role of creative director.

Just as changes at Sega and Sony in recent months resulted in a turnover of top executives (see "ProNews," October and November), 3DO's restructuring brings new job titles to those at the uppermost levels of management. Trip Hawkins, one of the most familiar names in the video game industry, stays on as chairman and chief executive officer, but he also becomes the company's creative director. 3DO President Hugh Martin takes over full operating control of the company. Software product development has been reorganized into five production units, and internal staff has been reassigned to new Internet projects. Eventually the Redwood City, California-based company will have about 300 employees, a figure that's down 150 from last year.



After the restructuring, 3DO President Hugh Martin is now running the company.

Martin is optimistic about the company's Internet prospects. "We're excited about these changes because we can focus on our strengths and growth opportunities," he said. "Moving forward, we feel our management is strong, our balance sheet is strong, and we have a solid core of Internet and game software talent and technology to build upon." Indeed, the day after the restructuring announcement, 3DO released its first 3D multiuser dimension game, Meridian 59, on the Internet (see "GamePro Online" in this issue for a closer look at 3DO's first Internet effort).

Wall Street was not as optimistic as Martin about the news of 3DO's restructuring. A day after the story broke, 3DO stock fell almost $2 to $6.75. By comparison, in its heyday in late 1993, 3DO shares were priced at over $48.

Though it's giving up on the 3DO system, the 3DO Company is not giving up on the **M2**. Earlier this year 3DO successfully licensed its 64-bit M2 technology to Matsushita Electric Industrial Co., Ltd. for $100 million. 3DO says it is still committed to supporting Matsushita's efforts to launch the new 64-bit system, a launch that probably won't happen until mid-1997 at the earliest.

Inside Scoop

• Back in the spring **Acclaim** looked like it had its house in order after announcing it would no longer make cartridge games and was instead focusing on next-gen games (see "ProNews," July and August). Unfortunately for about 70 Acclaim employees, a couple of months later the company suddenly announced huge layoffs. About 20 percent of the company's 320-plus employees were let go, bringing the number of workers in the Glen Cove, New York, headquarters down to about 250. Acclaim's president and chief operations officer was quick to point out that some 30 new Acclaim games, including Turok: Dinosaur Hunter for the N64, are still on track for release in the next few months.

• Wonder what soccer title is looming on the horizon for the company that makes the legendary FIFA games? **EA Sports** announced it has acquired the rights to the **1998 World Cup**, which should lead to new soccer video games in that year. **Electronic Arts** also announced an exclusive worldwide agreement with **Blizzard Entertainment** to develop, publish, and distribute Blizzard's best-selling **Warcraft II** and upcoming **Diablo** titles for unspecified next-generation consoles.

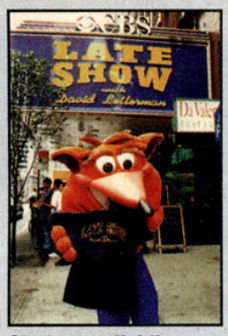
Diablo is a dark gothic fantasy filled with catacombs, magic treasures, and swordplay.

• **BMG Interactive** has inked a deal with **Delphine Software International**, the European development studio responsible for the recent Fade to Black PC game, to publish Delphine's **Dragon Blade**, an action/adventure game, and **Enduro Rider**, a 3D racing title. Both games will be released for the PlayStation and the PC.

• **GT Interactive** has landed the exclusive global publishing rights to **Epic MegaGames' Unreal**. Unreal is a big 3D action game that's Internet-adaptable for multiplayer competition; it should make it to the PC by next summer. GT Interactive may also release Unreal for the PlayStation, Saturn, and Nintendo 64 systems next year.

Unreal is Epic MegaGames' new first-person adventure set in a detailed world of castles and bizarre creatures.

Sony Celebrates the PlayStation's Anniversary



Start spreadin' the news: In midtown Manhattan, Crash takes a bite out of a "Late Show" T-shirt on the way to his own party.

Sony Computer Entertainment of America (SCEA) threw a giant press party in New York City in September to celebrate the first anniversary of the release of the **PlayStation**. The event was also a coming-out party for **Crash Bandicoot**, SCEA's new 32-bit action/adventure game. A tropically decorated midtown studio provided the setting, and the rock band Marry Me Jane provided the tunes.

SCEA was in a party mood because the company had plenty of good news to share. In just over a year the PlayStation has gone from having zero market share to being the number-one best-selling next-generation system in the world, with at least a two-to-one margin over its nearest competitor, the Saturn. These sales numbers back up the claim: 2 million systems in the U.S., 7 million systems worldwide, and 9 million pieces of software. At a time when Nintendo is drawing a lot of attention with its new Nintendo 64 system, Sony wants to remind everyone who is number one, at least for now.

Sega Turns to Net Link and Digital Camera

So how is **Sega** trying to stem Sony's and Nintendo's building momentum? By turning to the **Saturn Net Link** and a new camera. Sega's long-awaited Net Link is debuting in October to provide Internet access for anyone who owns a TV. The Net Link is a plug-in modem that connects phone lines with Saturns; it sells for $199. The Saturn with a Net Link connector sells for about $400. Sega is touting its new Web browser (created by PlanetWeb) and its exclusive interface (Net Link City, customized by Ark Interface) as being particularly user-friendly. (See "The Cutting Edge" in this issue for an in-depth look at the latest Saturn peripheral.)

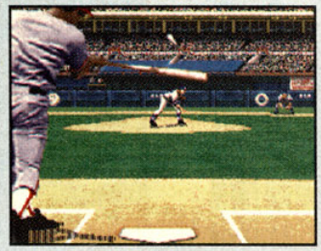
Sega's other push is into the world of photography. The company is beginning to sell its new low-priced digital camera, the **Digio**, in Japan, where a million digital cameras have already been sold this year. Priced at about $270, the Digio is at least $100 less than the first-generation digital cameras made by Casio and Eastman Kodak.

Digital cameras provide "instant photography" by taking pictures that are stored digitally in the camera; images are immediately ready to be downloaded onto a computer where they can be manipulated via Adobe Photoshop and other graphics programs. Sega is looking into setting up service areas in its video game centers where pictures can be downloaded and printed out, a strategy Sega hopes will lure more people into the company's burgeoning arcades.

The Digio, Sega's new digital camera

Baseball Games Strike Out

As the race for the 32-bit pennant heated up this fall, several baseball titles went down swinging when their publishers decided to delay their releases until the start of the '97 season. **VR Baseball** from **VR Sports**, **MVP Baseball** from **Data East**, **Grand Slam** from **Virgin**, and **Aaron vs. Ruth** from **Mindscape** will all now ship in March or April next year—right around Opening Day. All three publishers held back their games in order to ensure that the games were top quality and, more importantly, to time their releases with the start of a baseball season, rather than the finish.



Mark "K" in the scorebook next to VR Baseball and MVP Baseball (pictured) as '96 releases.

Fall '96 was a tough season for baseball fans. At press time, only **Triple Play** from **EA** and **Big Hurt** from **Acclaim** had made it to shelves on time. Sony was still struggling to get **MLB Pennant Race** into stores by late September, and **Crystal Dynamics** promised **3D Baseball** for Christmas. G

News Bits

• Reports of the N64's demise in Japan were probably a little premature. Despite rumors that the system's overseas sales were disappointing (see "ProNews," November), **Nintendo** announced that it took just under 10 weeks to sell 1 million N64s in Japan, and just over 10 weeks to sell 1 million copies of Super Mario 64. Countering negative rumors in America, Nintendo still maintains that it will have a dozen N64 games on shelves before the year is out.

• As a follow-up to a story in October's "ProNews," **Sony** announced that it will not introduce its new **digital-video disc players** (DVD) until spring 1997. Sony cited a lack of software as the main reason. DVDs are expected to one day replace CDs and videotape because of their huge storage capacity for digital information. Even though Sony is waiting, others aren't. **Matsushita**, **Toshiba**, and **Hitachi Ltd.** all should have their DVD players in stores before Christmas.

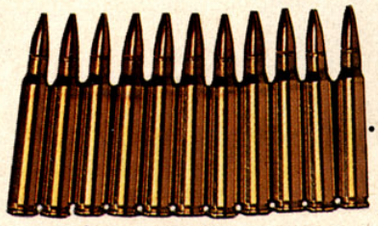
• **Jupiter Communications**, a research company that focuses on interactive technology, has published a report that predicts rapid growth for the online and Internet games markets. The report predicts a huge jump in the number of U.S. homes—up to 10 million—that will be playing online and Internet games by the turn of the century. The report also defines a few trends for the new gameplay: Consumers would much rather pay as they play (as they do in an arcade) than buy a game outright; and by the year 2000 there will be a much broader range of online and Internet gamers than there is now, when the market is still primarily comprised of young males. Visit Jupiter's Web site at `http://www.jup.com` for more info.

• Finally, as if to prove the Jupiter report right, **GamePro Online** continues to escalate on the World Wide Web. After debuting in the spring with about 1 million hits per month (a "hit" is counted each time someone enters the site), GamePro Online is now chalking up about 3 million hits per month. Go to `http://www.gamepro.com` to see where all the action is.

AOL **WEB**

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword `GAMEPRO` to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at `http://www.gamepro.com`.



GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."

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PlayStation

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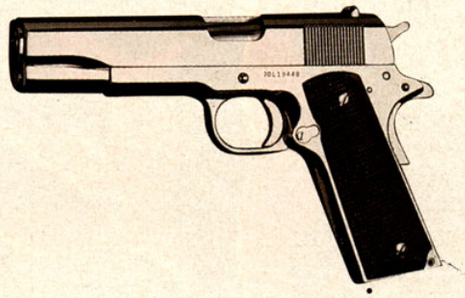
NOTHING LIKE A LITTLE SWIM BEFORE FENDING OFF A PACK OF WOLVES.



KILLER BODY

JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

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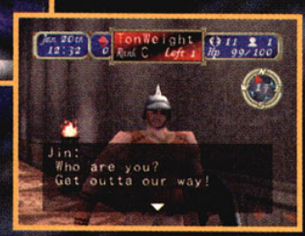
1. Who are you going to trap and kill?
   a) All of the intruders.
   b) Some of the intruders.
   c) Just the intruders you don't like.
   d) Just the intruders who piss you off (like Yurias).
   e) Most of the above.

2. How are you going to trap and kill the intruders?
   a) Spike them from the wall.
   b) Crush them with the Stomp.
   c) Zap them with the Volt Cage.
   d) Use Mind Kill.
   e) Most of the above.

3. What are you seeking?
   a) Revenge.
   b) Vengeance.
   c) Redemption.
   d) Acquittal.
   e) All of the above.

3. Are you really...
   a) A good guy.
   b) A bad guy.
   c) A victim of circumstance.
   d) A wimp.
   e) All of the above.



For the answers see the Temco Super Bowl ad in this same magazine.

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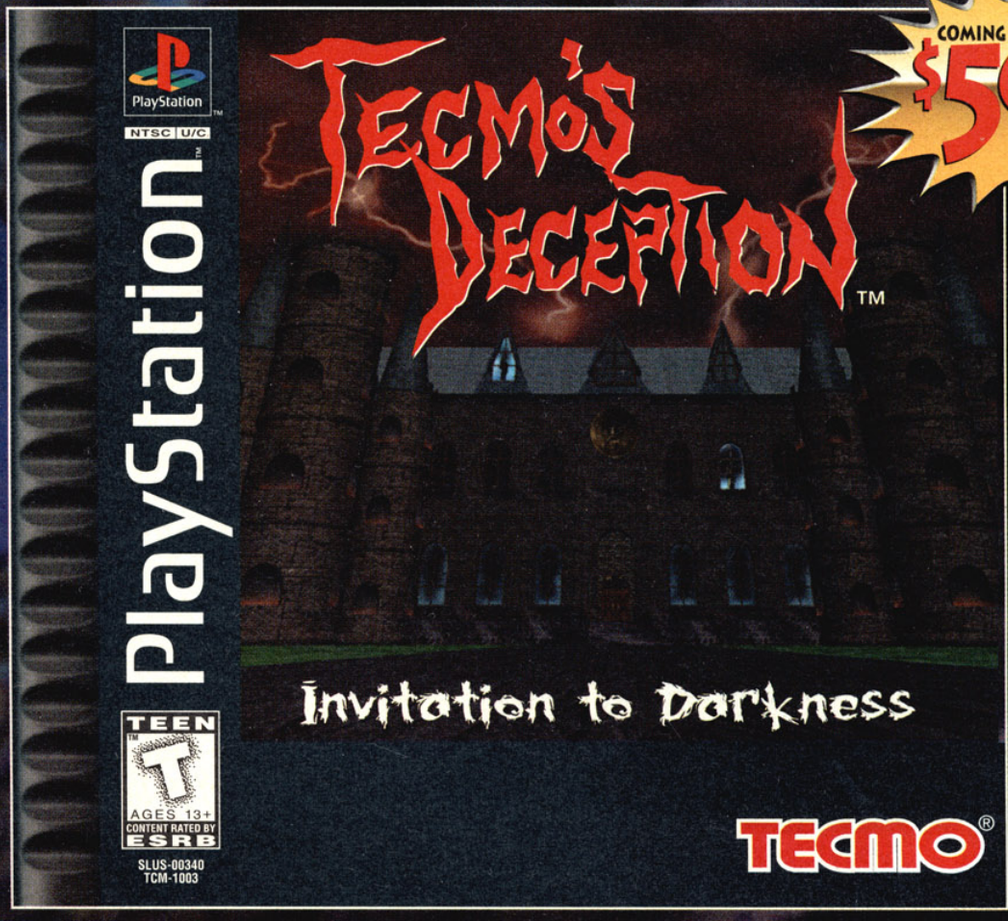

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GAMEPRO ONLINE

WEB

GamePro magazine races along on America Online (keyword: gamepro) and the World Wide Web (http://www.gamepro.com) every minute of every day. Here's a sample of what's up in our cyberworlds.

By The Net Nut

New on the World Wide Web

Noob speaks at Ed Boon's new home page.

Anyone who's paid attention to video games in the last few years needs no introduction to Ed Boon. As the lead programmer for all the Mortal Kombat games, Boon is generally credited with elevating fighting games to a whole new plane. Now the man who brought the world Fatalities has started his own site on the World Wide Web. (**http://www.mcs.com~edboon**)

Want to know when the next MK game is being released? Think you have a new character idea for MK4? Want to meet the MK design team? The Mortal Master answers questions, discusses his games, and even lets you read some of his incoming mail. For Mortal maniacs, it's heaven.

CONSTRUCTION

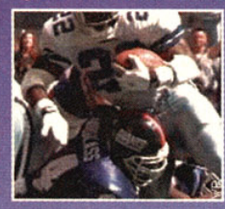
E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

Cool Sites

Virtual Comics is worth a look, especially the cool Skul comic.

• If you like sci-fi heroes and comics, you might like The 6, The Suit, and They Call Me...The Skul, three virtual publications on view at the Virtual Comics Web site (**http://www.virtualcomics.com**). This site also has a chat room called Club Heromaker.

• Just in time for the new season, the NFL has redesigned its Web site (**http://www.nfl.com**). Gridiron fans will find up-to-the-minute news, expanded game-day coverage, chat sessions with players, areas for each team, a catalog of NFL merchandise, and a Play Football area with interactive games, puzzles, and contests.



Online Game of the Month

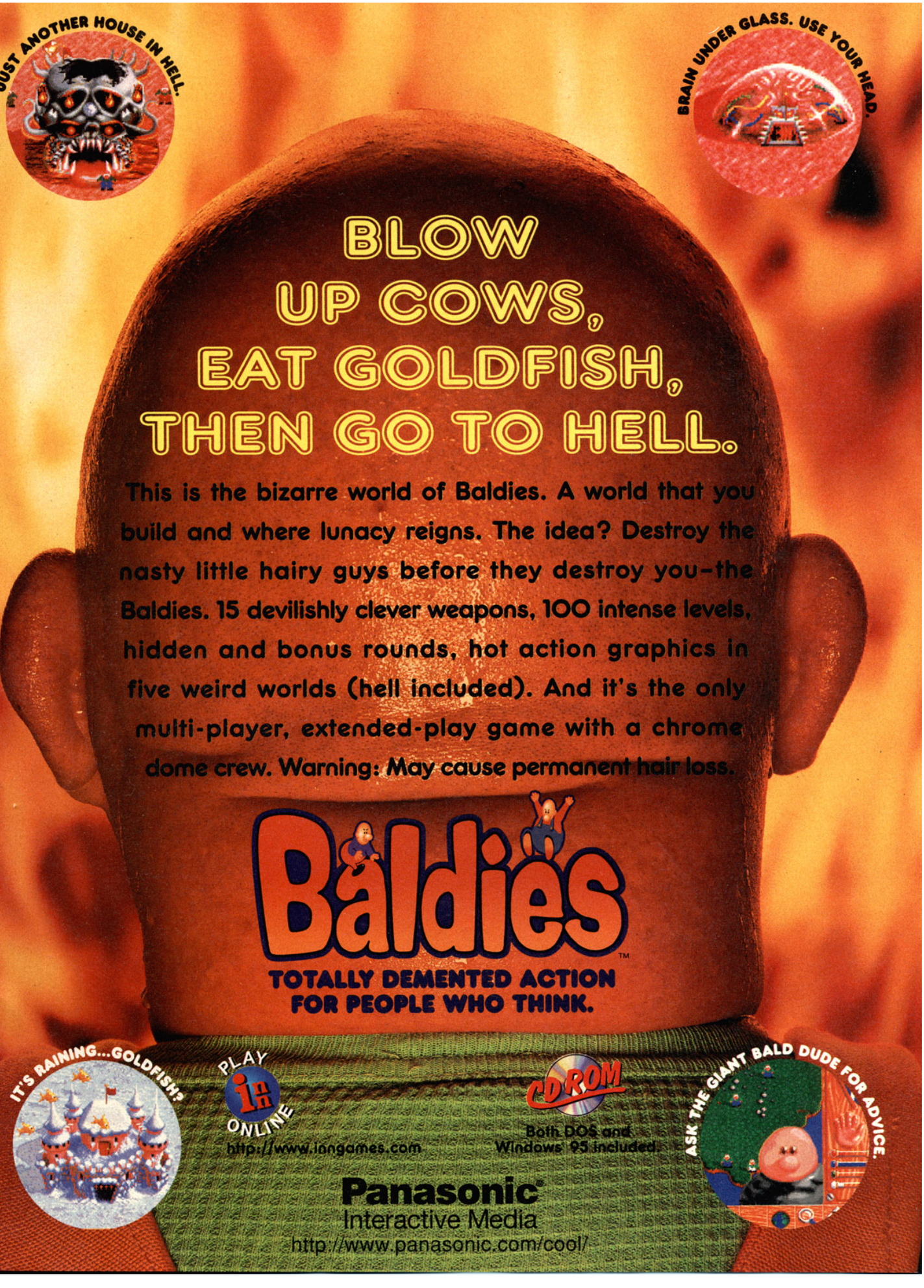
Jurassic Park—The Ride Online Adventure

http://www.jurassic.unicity.com

It's been a hit in theatres and at Universal Studios, so why shouldn't Jurassic Park be a hit on the Web, too? That's why Universal Studios launched Jurassic Park—The Ride Online Adventure late in the summer.

Visit this Jurassic Park site for a new game that's got a lotta bite to it.

The Web site makes you the ride's Director of Operations, with access to the inner workings of InGen, the fictional genetics company that created the JP dinosaurs. You get an employee manual, receive internal company memos, read lab reports, and oh yes, deal with an escaped velociraptor. To find the deadly dino, you have to search through three levels of the InGen complex—at night. Secret tunnels and elevators and multiple endings make this a replayable adventure. If you just want to learn about dinosaurs, there's a ton of info here too.



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WEB

The Gamer's Guide to the World Wide Web

Gamers can have a field day on the Web if they know where to look. Here are some hot game-related sites.

Get Engaged!

By Christmas anybody with a PC and Windows 95 will be able to get Engaged. Engage Games Online is the name of a new online service that provides exclusive multiplayer games and entertainment. Created by Interplay (the longtime software company that made ClayFighters and Blackthorne), Engage offers some of Interplay's own titles (such as Descent and Castles II) as well as games from other companies like Maxis (SimCity 2000), Gremlin Interactive (Slipstream 5000), and Philips Media (Fighter Duel II and Total Control Football). Chat rooms, bulletin boards, tournaments, and merchandise round out Engage's features.

Late in the summer Engage started up on America Online. AOL subscribers can access the first Engage games on AOL's Games Channel (keyword: Games). In the fall Prodigy got Engaged, and by Christmas everyone on the Web should be able to access the new Engage Web site (**http://www.gamesonline.com**). One nice feature about the games on is their cost: Whether you play on AOL, Prodigy, or the Web, the rate is about the same as every other game's hourly cost.

Here's a look at the first four Engage games:

Castles II (Siege & Conquest)

Company: Interplay
Genre: Medieval strategy
Number of players: 4
Gameplay features: Castles, diplomatic alliances, and sabotage

Castles II

Descent Online

Company: Interplay
Genre: Shooter
Number of players: 8
Gameplay features: Arenas and Mega Missiles

Descent Online

RoleMaster: Magestorm

Company: Interworld Productions
Genre: Fantasy strategy
Number of players: 20
Gameplay features: Walking dead, fireballs, and spells

RoleMaster: Magestorm

Splatterball

Company: Interworld Productions
Genre: Shooter
Number of players: 15
Gameplay features: Think "paintball"

Splatterball

3DO's New Online Game

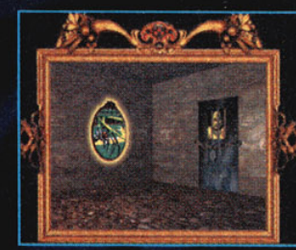
Meridian 59

http://www.3do.com/meridian/

The 3DO Company you've known has just undergone some dramatic changes to become a company that makes online and Internet games (see "ProNews," this issue). Meridian 59 is the company's first such product.

Meridian 59 is a PC game that can be played by thousands of gamers simultaneously over the Internet. The game puts players in a complex medieval world filled with adventure, exploration, and social interaction. Players can team up, slay one another, battle dozens of bizarre creatures, master over 50 magic spells, or simply chat with other gamers about their experiences. The early word has been positive: Prior to the game's release, 3DO generated over 25,000 player accounts with a free trial late in the summer.

As an ongoing, ever-changing game, Meridian 59 has some unusual economic features. In addition to meeting the system requirements (see sidebar), you must pay a monthly $9.95 subscription fee for unlimited hours of gameplay. This is after spending $39.95 on the game, which comes bundled with Netscape Navigator 2.0 Personal Edition client software (you also get 30 days of free game time and a special-edition map of the Meridian world). Check out 3DO's Meridian 59 Web site for more about this game.



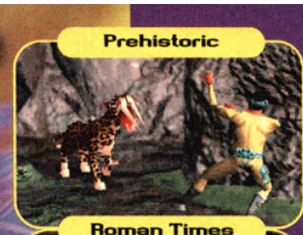
System Requirements for Meridian 59

- 486/66 MHz or higher processor
- 8 MB RAM
- 35 MB available hard-disk space
- 2X CD-ROM drive
- SVGA monitor
- 14.4 Kbps modem
- SLIP/PPP Internet connection
- Microsoft Windows 95/Windows NT

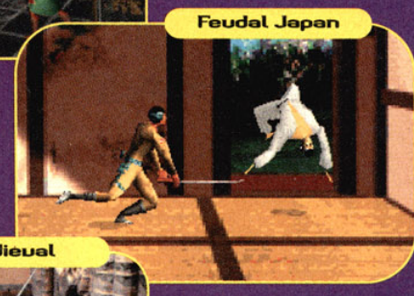
YARD

"...Time Commando could rewrite the book on fighting games."
— happypuppy.com

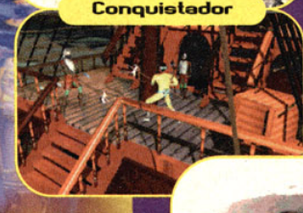
"It's 2 a.m. and I'm still playing Time Commando..."
— GameSpot



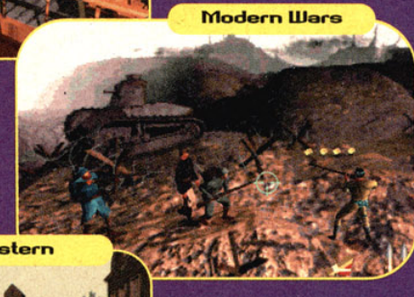
Nine Distinct Worlds
Battle through nine time eras: Prehistoric, Roman Times, Feudal Japan, Medieval, Conquistador, Western, Modern Wars, The Future and the ultimate showdown against The Virus itself.



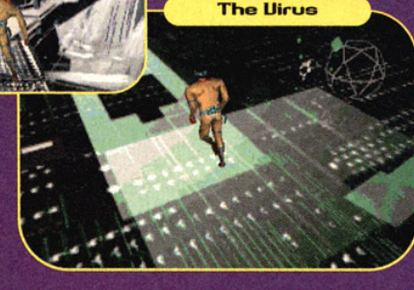
45 Deadly Weapons
Master dozens of lethal weapons – from Prehistoric clubs to Wild West guns to futuristic lasers.



Over 80 Fierce Enemies
Defeat more than 80 real-time polygonal 3-D enemies from past and future battlefields.



Incredible Environments
Journey through stunning realms as characters are seamlessly integrated with gorgeous pre-rendered backgrounds.



TIME COMMANDO™

Check out the demo at http://www.activision.com or http://www.mcafee.com/mforhome/ or visit us on America Online at Keyword "Activision" or on CompuServe at Keyword "Go Activision". Now available on PlayStation® Game Console and MS-DOS®/Windows® 95 CD-ROM.

ADELINE SOFTWARE INTERNATIONAL

PlayStation™

TEEN T AGES 13+ ESRB

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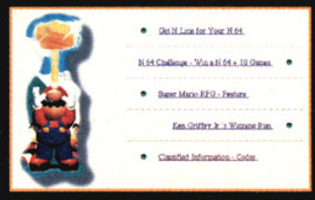
The Gamer's Guide to the World Wide Web

Game System Manufacturers

Looking for the latest hardware news? Check out these sites for game systems, living and dead.

Atari
http://www.atari.com



Nintendo of America
http://www.nintendo.com

Philips
http://spider.media.philips.com

Sega of America
http://www.segaoa.com

Sony
http://www.sony.com

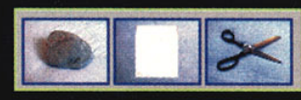
Selected Online Games

If you aren't into fast-paced, high-pressure multi-player games, check out the more traditional fare at the sites below.

Battleship
http://manor.york.ac.uk/cgi-bin/start_bships.sh

Blackjack
http://www.ua.com/blackjack/bj.html

Cyber Warrior
http://www.cyberwar.com/



Roshambot
http://chappie.stanford.edu/cgi-bin/roshambot

Tic Tac Toe
http://www.bu.edu/Games/tictactoe

WinFive
http://cad.bu.edu/winfive/

Xquest
http://www.ch.cam.ac.uk/MMRG/xquest.html

Online Gaming Sites

The era of multiplayer online games has arrived. Dive right in to the sites below to begin exploring the world of online gaming.

DWANGO (Big Red Racing and the Doom games)
http://www.dwango.com/

Engage Games Online (Descent Online and Splatterball)
http://www.gamesonline.com

MPlayer (MechWarrior 2 and Terminal Velocity)
http://www.mplayer.com

Total Entertainment Network (Confirmed Kill and Magic: The Gathering)
http://www.ten.net

XBand (dozens of 16-bit and PC games)
http://www.xband.com

THE GAME IS NOT OVER
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TRADE IN - TRADE UP SM
TURN OLD GAMES INTO NEW AT:
TOYS"R"US
SEE PARTICIPATING STORES FOR DETAILS
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THE CUTTING EDGE

ONLINE with the SATURN

Sega's Net Link modem opens up the Internet to Saturn gamers.

The 28.8-baud Net Link modem and the PlanetWeb browser are bundled together for $199.

By The Whizz

Video gamers ready to explore cyberspace and the Internet now have a launching pad close to home...the Sega Saturn! The new Sega Net Link turns the Saturn into your basic Net machine.

The $199 Net Link package includes a Saturn-compatible 28.8-baud modem and a browser-software CD. The modem's just slightly smaller than a compact-disc jewel box. Slide it into the Saturn's top-mounted cartridge slot, connect standard telephone lines in and out, drop in the browser CD, and you're ready to surf the Net.

Browser Basics

The browser's the key to the Saturn's online aspirations. It's the first creation of a company called PlanetWeb, which designed the browser to support any Internet device including network computers, Internet TVs, and digital video disc players. The browser's a small application program (less than 500 kilobytes of code), and it requires less than two megabytes of memory, so it shoehorns well into the Saturn's random-access memory.

The basic interface is an onscreen keyboard with menu bars. It's designed for either the Saturn controller or the mouse, so you just point and click on individual characters. Input is slow but functional. Sega, however, sells a Saturn keyboard with special Net Link quick keys, or you can purchase a nifty adapter for PC keyboards.

You can use a PC keyboard with the Net Link.

The PlanetWeb browser features include e-mail, bookmarks, and an address book built around a virtual keyboard.

Net Link City provides a guided tour of the Internet, courtesy of Planet Oasis.

Made for Television

The beauty of the Net Link, of course, is that you can surf the Net with a TV. However, since Internet content is designed to be viewed on a high-resolution computer monitor, the Net Link browser pulls some strings to produce images on the lower-res television screen.

Just as game software does with graphic images, the browser uses anti-aliasing to smooth the jagged edges in its visuals—in this case, the onscreen text characters. The browser also tunes colors for TVs and lays out the pages so that they fit within the confines of a TV, roughly 60 characters across a screen. You can also zoom in on specific areas with three levels of magnification.

Where To Go When You're Wired

Sega's not going to leave you stranded once you connect to the Net. When you launch the browser you can connect to Net Link City, which appears as an actual city with buildings, streets, and even waterways. This unique 3D interface contains 20 neighborhoods that access 225 specific Internet sites. Net Link City is a part of Planet Oasis, an existing Internet search site created by Ark Interface.

Additionally, Sega has Net Link-compatible games and an online games site in the works. They may debut in 1997.

Net Results

Internet connectivity is the current high-tech focal point, and once again Sega's first on the scene. The Net Link may represent the next step for video game systems. G

For More Information

Sega of America: 1-800-200-6445; `http://www.sega.com`

PlanetWeb: 408/982-4688; `http://www.planetweb.com`

Ark Interface: 206/654-4180, `http://www.arkspace.com`

Planet Oasis: `http://www.planetoasis.com`

Twenty-six have been given life, and
twenty-six will take it away.
26 characters. 29 play levels. Playable bosses from the past.
It's not Mortal Kombat, it's all previous arcade MK's crammed into one.
MORTAL KOMBAT®
TRILOGY
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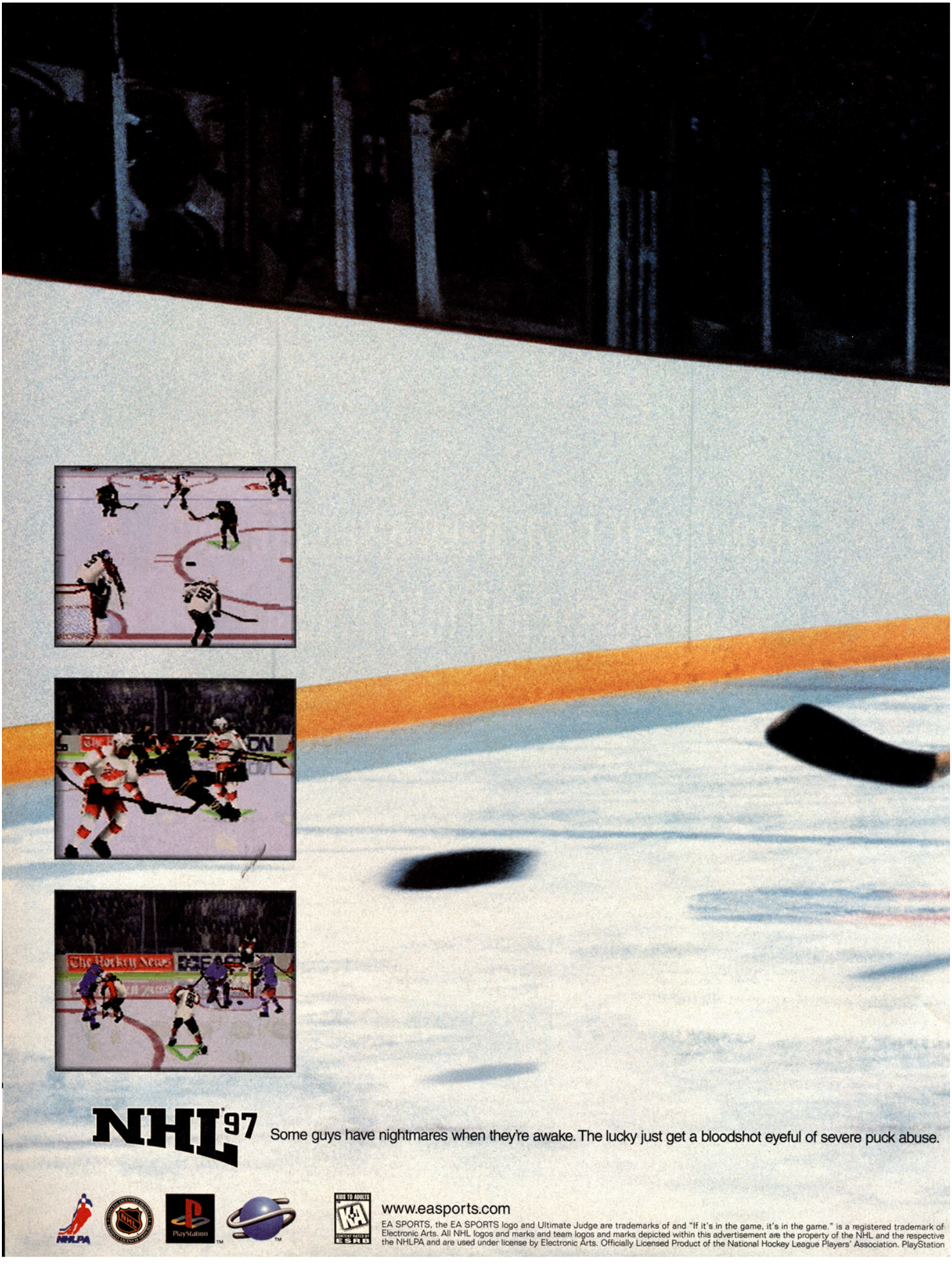
PlayStation
NINTENDO64
MATURE
M
AGES 17+
ESRB
MIDWAY


NHL'97
Some guys have nightmares when they're awake. The lucky just get a bloodshot eyeful of severe puck abuse.
www.easports.com
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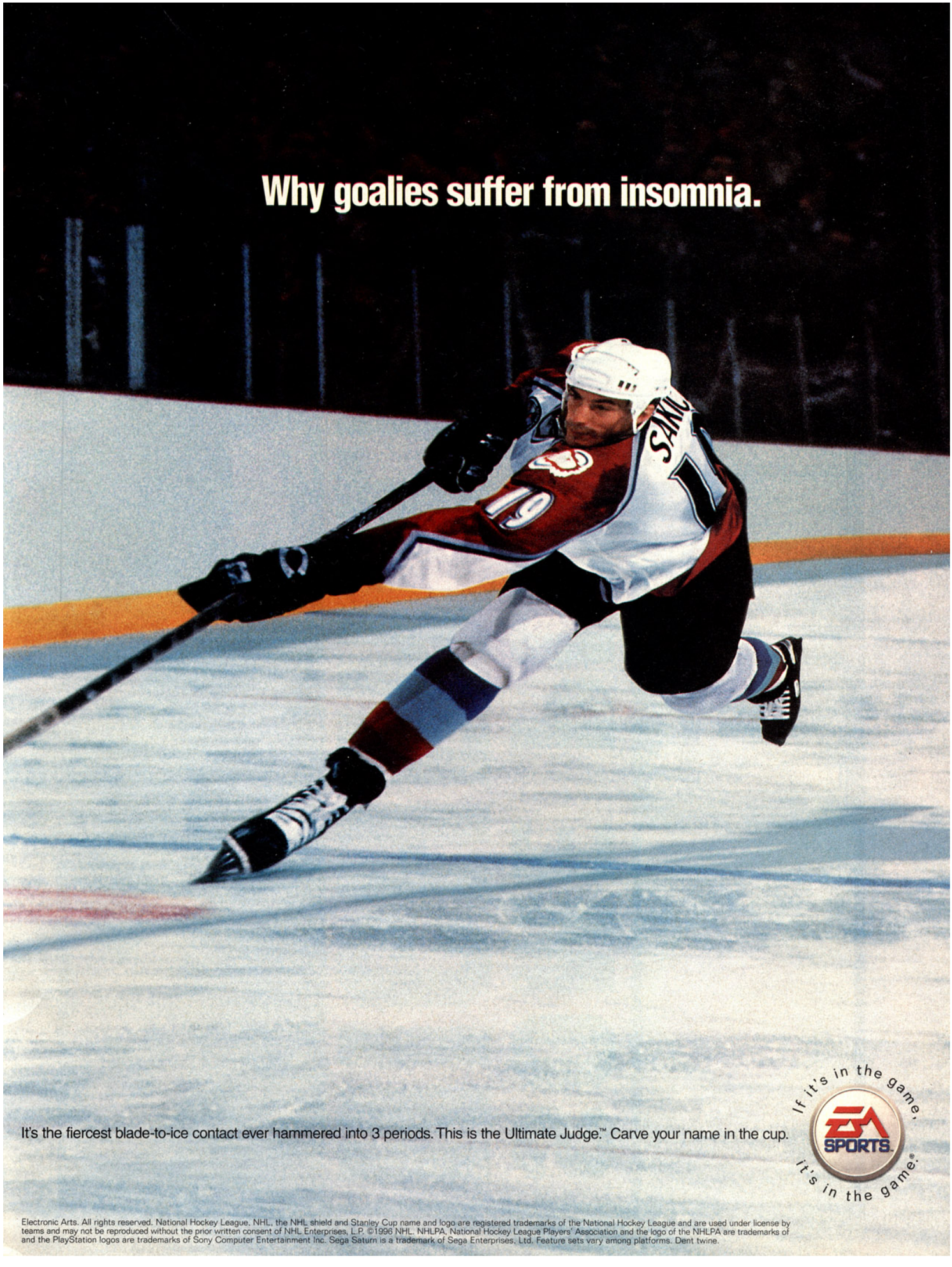
Why goalies suffer from insomnia.
It's the fiercest blade-to-ice contact ever hammered into 3 periods. This is the Ultimate Judge.™ Carve your name in the cup.
If it's in the game,
EA SPORTS
it's in the game.®
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INTUITIVE CROWD REACTIONS

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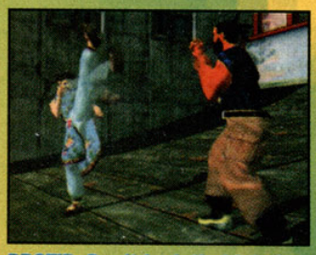
Hot Arcade Games For 1997: The AMOA Show

GamePro hits the trail to Dallas in search of new arcade games at the Arcade and Music Operators Association Show.

By Bruised Lee

Virtua Fighter 3



PROTIP: Don't be intimidated by motion-blur moves. Block or counterattack them the same way you would standard attacks.

PROTIP: Akira's Dashing Elbow (an old VF2 tactic) is still a great way to take an enemy by surprise.

PROTIP: To take full advantage of Aio's speed, play her as aggressively as possible.

PROTIP: Use Lau's juggle move to launch opponents into the air and score several free hits.

PROTIP: Tap the punch button repeatedly to make Taka charge his opponent with rapid juggle punches.

PROTIP: If you get the timing just right, pressing the escape button enables your fighter to dodge and counterattack many incoming moves.

Virtua Fighter 3 looks brand new, but the fighting's familiar...a little too familiar. VF3's graphics showcase an awesome level of visual realism never before seen in any game, but too many recycled Virtua Fighter 2 features keep VF3 from being a true masterpiece.

Two new fighters, Aio and Taka, join the original VF2 combatants to make the VF3 lineup an even dozen. The new fighters are a nice addition, but the original cast only gains a few new moves, so they play virtually the same as in VF2.

A few new strategic elements freshen up the action. New arenas have uneven surfaces like stairs and sand dunes, which enable you or your opponent to fight from high or low ground. This means you have to relearn where your moves may hit. Also, a new "escape" button enables you to dodge incoming attacks or quickly move away from "ring out" victories. These features work well, but they don't add enough pizzazz to the old gameplay.

Most of Sega's efforts went into the look of VF3 and not toward more in-depth gameplay. Naturally, fans of the Virtua Fighter series will enjoy VF3, but they won't find much that is new. This game is virtually the same.

Graphics

5.0

Perfect texture blending makes each fighter lifelike, without a rough edge to be seen. Breathtaking backgrounds show off amazing shading and lighting effects almost better than real life does.

Sound

4.0

While the fighting smacks and the music serve VF3 well, they simply take a back seat to the overwhelming eye-candy graphics.

Control

4.0

Moves and combos are still easy to pull off, but when you're close to an opponent the controls seem sluggish, especially when you try to jump away.

Fun Factor

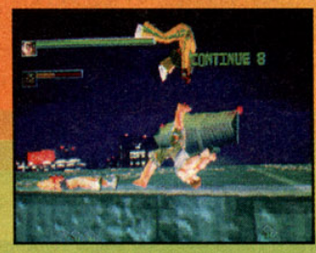
3.5

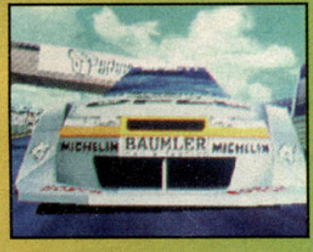
With only two new characters and a limited number of new moves and combos among the ten returnees, the excitement doesn't last long.

DIE HARD Arcade

SEGA

Die Hard Arcade is a two-player action game where you muscle your way through the floors of a captured L.A. office tower. You'll fight and shoot against some of the toughest bad guys ever assembled in one building. Each floor is packed with rooms and corridors overrun by unique villains who challenge you at every turn. You can even pick up weapons that assure you some villains will die easily.





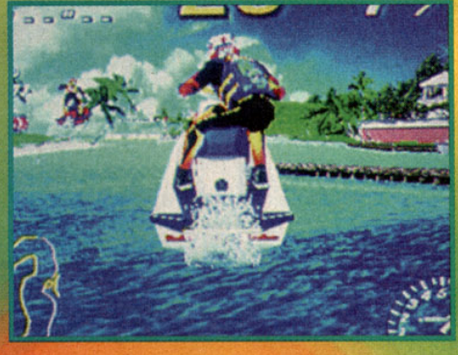
Sega Touring Car Championship takes you on a full-speed journey around three gorgeous tracks with beautifully rendered backgrounds. With four cars to choose from, you can view your driving from three perspectives for a full-throttle racing feel!

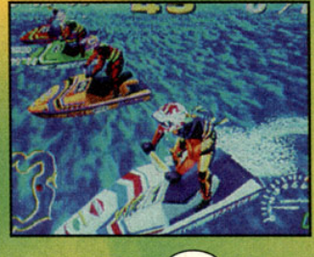
SEGA

Sega Touring CAR CHAMPIONSHIP

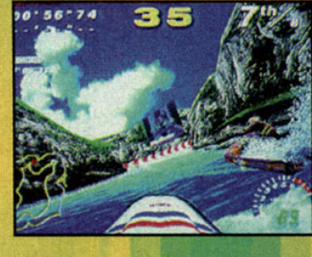
WaveRunner

Jump aboard Sega's motion-based jet ski simulator for the ultimate aquatic race! WaveRunner boasts astounding 3D graphics that swamp you with some of the best motion simulation ever. The game also features a three-axis system that enables you to feel every turn of the ocean speedway. The cabinet is an actual Yamaha WaveRunner jet ski that moves up, down, left, and right.

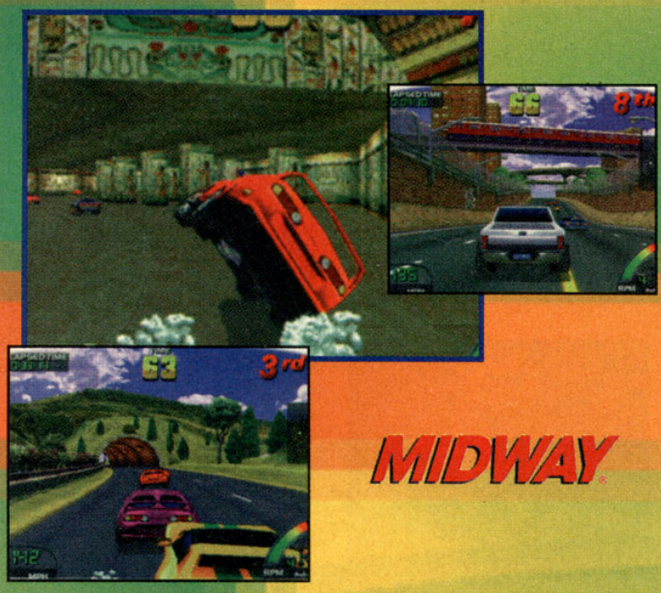




SEGA



CRUIS'N WORLD



MIDWAY

Another Cruise is about to begin. In Cruis'n World players can motor through any of 12 countries (ranked by difficulty), or they can drive the entire world via 14 tracks. The graphics are much sharper and the frame rate is faster than in Cruis'n USA, so you experience a very smooth ride. Cruis'n World offers a selection of 12 customizable cars. Gameplay features include the ability to make cars pull wheelies, jumps, and flips, and you can even discover shortcuts.

Wayne Gretzky's 3D Hockey

Wayne Gretzky's 3D Hockey is a four-player three-on-three game featuring amazing three-dimensional graphics with multiple camera angles. All 26 NHL teams are in the game. You can pass, shoot, check, trip, and even start fights. For determined players, 3D Hockey offers two levels of Cup play, against a total of 59 opponents.

ATARI GAMES

San Francisco Rush

Race up, down, and all around the world-famous streets of San Francisco with your choice of eight high-powered cars. Each vehicle offers a different level of realism, like outrageous jumps and crashes. A multitude of shortcuts are scattered throughout the courses. This ride is sure to give you a real rush.

ATARI GAMES

KA-CHING!

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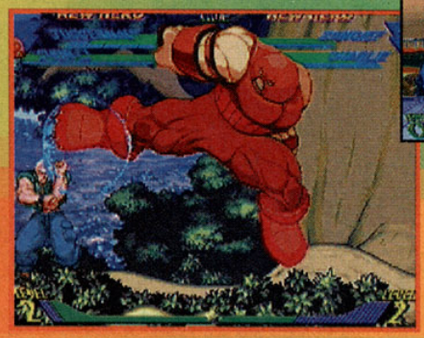

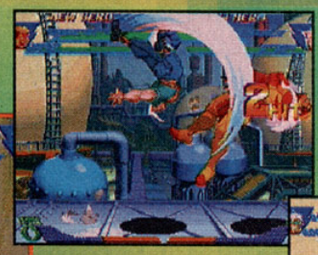

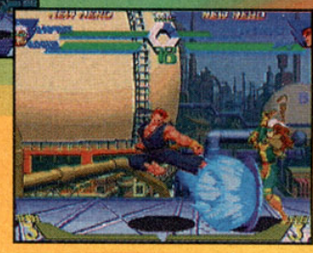

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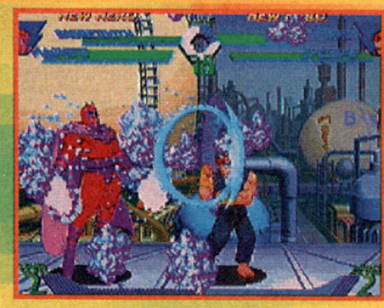

Samurai Shodown 4

Amakusa's back, and world domination is his goal. Samurai Shodown 4 musters 17 characters to present the biggest lineup in the series. The graphics are a step up as the fighters are larger and look better than ever. Shodown 4 looks like a serious showdown with new moves, new combos, and the ability to attack your opponent after a knockdown hit.

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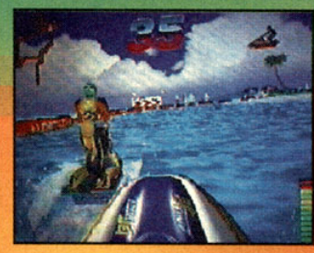
Aqua Jet

Aqua Jet is sure to make a big splash. Powered by Namco's Super System 22 arcade computer, Aqua Jet has unique air spin control that offers amazing simulation as you skim across the water in two beautifully texture-mapped courses. As in real jet skiing, players can drift turn and even submerge their craft after taking powerful jumps.



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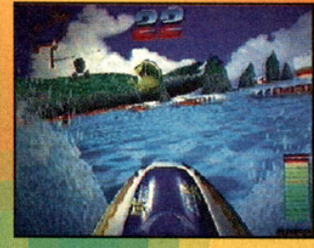

Winding Heat

Jump into the driver's seat and peel out for tire-burning racing action. Winding Heat has three courses and fourteen cars to choose from. Up to four players can link up for competitive racing. Other options include forced-feedback steering, standard transmissions, and multiple views.

Beat the Champ

KONAMI

Beat the Champ features five sports (baseball, football, basketball, golf, and bowling), nine events, and two degrees of difficulty. Gameplay controls use dual trackballs and split-screen action for head-to-head competition.

Wave Shark

Yet another jet ski game, Wave Shark offers three courses and three levels of difficulty. Wave Shark's graphics are a wash against some of its competitors, but four game units can be linked for intense tournament play.

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Epic 1's Looking Large in '97

Straight from the offices of the developer, *GamePro* brings you an exclusive early look at Epic 1, an inventive new action/adventure game that'll rock your PlayStation next spring.

By Air Hendrix

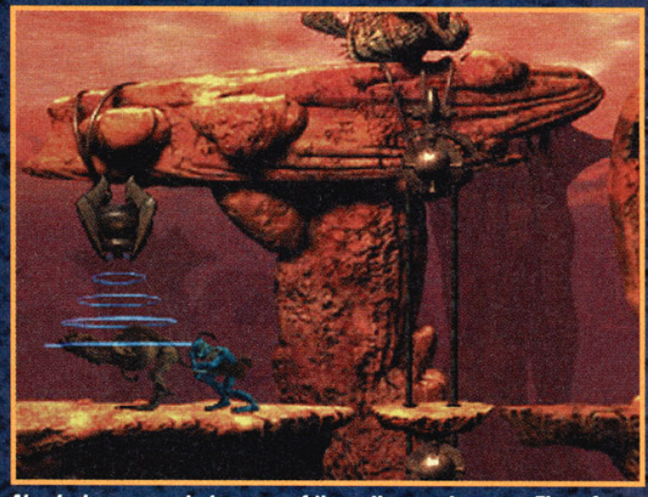
GamePro Exclusive

Nestled in the coastal hills of San Luis Obispo, California, a young game-development company is quietly putting the finishing touches on a game that will take the PlayStation by storm when it's released next year. A fusion of Hollywood and video game talent, the company—Oddworld Inhabitants—isn't chasing the fool's-gold dream of interactive-movie games like Supreme Warrior. Instead, it's taking a fresh approach that meshes evocative storytelling, vivid graphics, and groundbreaking gameplay.

The game? Oddworld Inhabitants: Epic I Starring Abe (formerly titled Soul Storm; see "E3 Explodes," August), a side-view platform action/adventure game that, at first glance, distantly resembles a Blackthorne-style game. But what takes Epic I to the next level is its multilayered gameplay, Succeeding requires you to learn how the enemies behave, devise a smart way to evade them, then have the twitch skills to pull it off. And Oddworld is doing a fine job of making that process a fun, captivating adventure.

The Plot Thickens

Epic I opens as its main character, Abe—a slave laborer in a meat-processing facility—learns that his kind is next in line to be ground up into the latest tasty treat. Naturally, it's time to split. As he's dashing out the door, a near-death experience summons a shaman, who charges him with saving his race from the butcher block. To accomplish this, he must explore the ruins of his people's ancient civilization in order to acquire the powers he needs to defeat his foes.



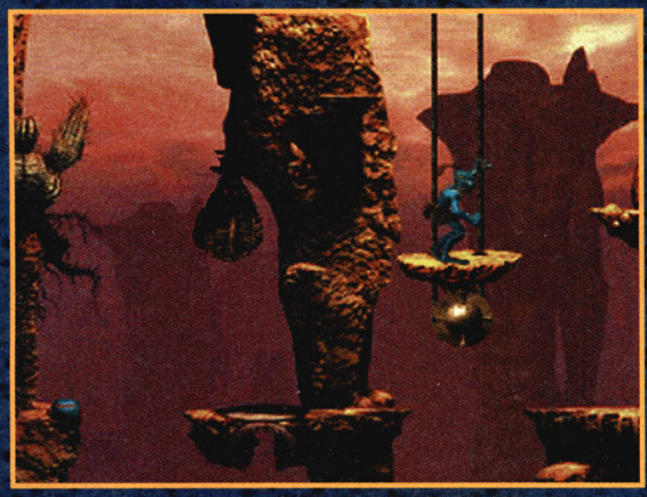
Abe devises a way to trap one of the native creatures, an Elum, for use as a mount.

Another Slig bites the dust....

Developed by Oddworld Inhabitants

Published by GT Interactive

Available Second Quarter '97



With the gorgeous red hues of the desert level behind him, Abe uses this pulley system to descend to another level.

An intriguing hook, but unlike most action/adventure titles, Epic's plot is an integral part of the game, not just the cut scenes. Oddworld president Lorne Lanning, explains: "Rather than devoting all these 32-bit capabilities to moving something in 3D, we wanted to make something that would provide the action of a console game and the conceptual story value of a PC game. Playing Epic I will feel a lot more like what you expect from seeing a good film in the theater."

That's a tall order. But with the help of some landmark features, even this early version is well on its way to creating what Lanning calls a "StoryDwelling experience."

Game Speak

Oddworld's first challenge was to breathe life into Abe. "We wanted to make characters that were less a piece of artwork that was moving around, and more a living life form," Lanning said.

One of the results is Game Speak, which enables the player to use the controller to create dynamic conversations between Abe and other characters—not just RPG-like balloons of text, but actually talking out loud. The controller's loaded with a preset vocabulary of 16 words and noises, and your choice of words alters the outcome of each scenario. In rescuing one of your fellow sausages-to-be, for example, you have to chat them up and convince them to follow you. Many of the obstacles in the game also revolve around Abe's ability to learn and repeat sentences

The armed guard (known as a "Slig") in the upper right is actually Abe. On a previous screen, Abe took possession of his body so he could sneak up on the other Sligs and take them out.

Show Time

Excerpts from one of the first cinematics in the game, these images show Abe being captured and dragged in to face the boss of Rupture Farms, where he learns he's about to become lunchmeat.

and songs. Such audio interaction imbues Abe with a charming personality, which keeps you involved and interested in the game and its story.

Story Dwelling

But that's only one step in the process of creating a living, breathing game. And, while perfecting your jumping and fighting skills is a crucial part of Epic I's action, the gameplay's not all about being Rambo. "Sometimes you're very aggressive, other times you're very evasive. We want to keep people entertained not only with twitch mechanics that are important to the gameplayer, but also by delivering payoffs in entertainment value," Lanning said.

To meet that goal, Oddworld is steering well clear of using arbitrary puzzles with brain-stumping solutions. Instead, the gameplay revolves around learning the behavior of other characters so you can weasel your way past them. Some enemies sense only motion, so if you sneak between dark spots when they're facing the other way, you can glide right by them. Others are tempted by certain foods, or are so angered by certain actions that you can get them to chase you, then lead them into a booby trap.

Backgrounds

These images show scenes from the forest and desert levels that Abe will face in the first half of the game. Notice how each setting has elements in the foreground and background that Abe can interact with.

Even better, Abe can "possess" other creatures, which basically means he becomes them. So if you're facing a pack of guards, you can possess one and fill the others full of holes before they know what's up.

Unique, engaging details like these reel you into the characters and the plot of the story, while still delivering fun, challenging gaming action. That's where Epic I stands out from the crowd.

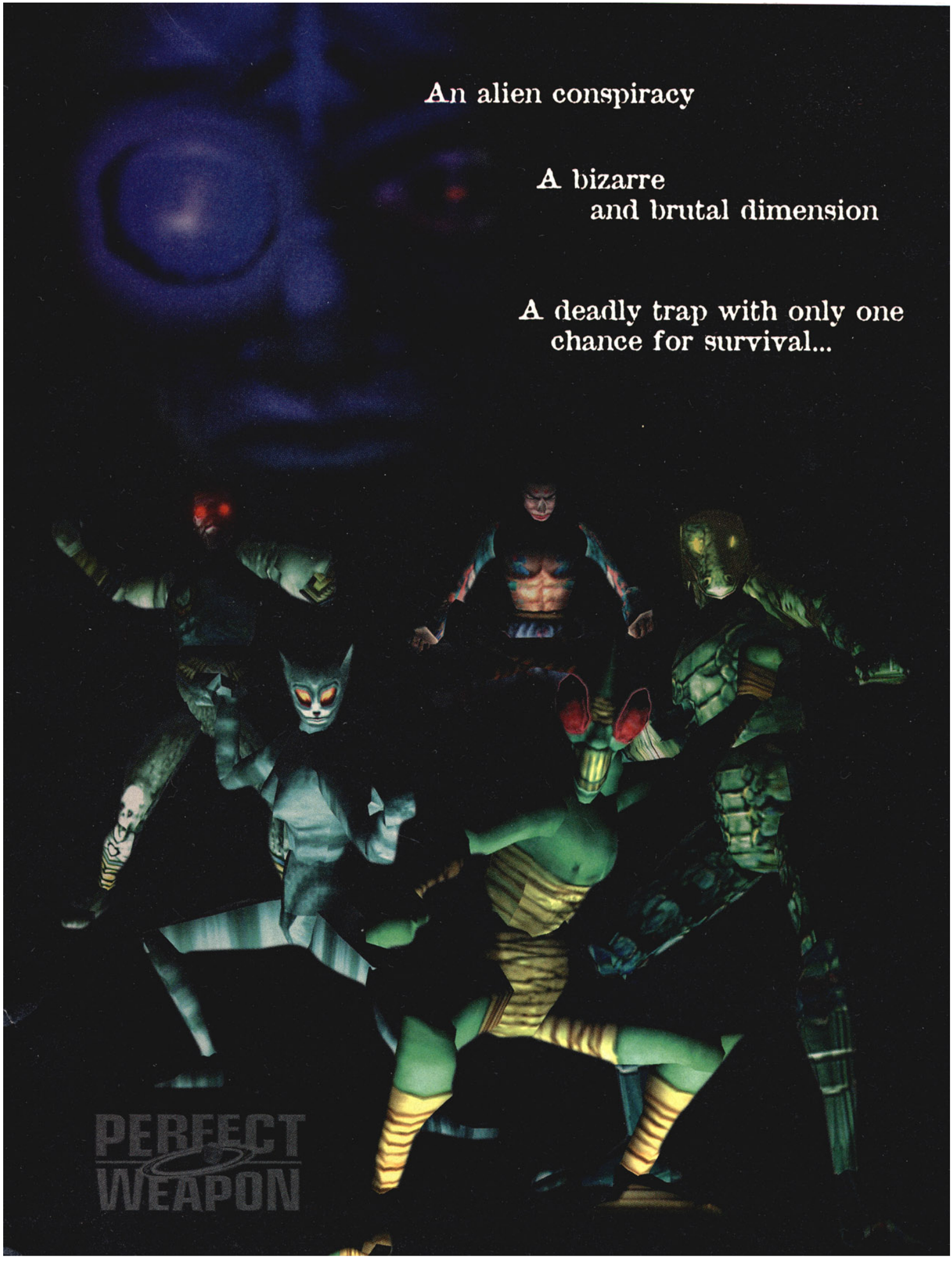
Storm Front

Impressive graphics finish off the package. Spectacular prerendered backgrounds drip with colors and detail, creating gorgeous alien landscapes. Abe and the other characters move with an uncanny, lifelike fluidity that draws you in as topnotch animation should.

In the end, what's remarkable about Epic I isn't just the cool graphics or inventive gameplay, it's how the game manages to enmesh the player in an engaging character and a fantastical story. Just as awesome flicks don't hit the theaters every week, Epic I could be an experience that's rare in gaming...One that's worth getting stoked for come spring. G

Character Sketches

These drawings depict the early stages of the design of Abe's character and his main enemies, the Sligs.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A bizarre
and brutal dimension
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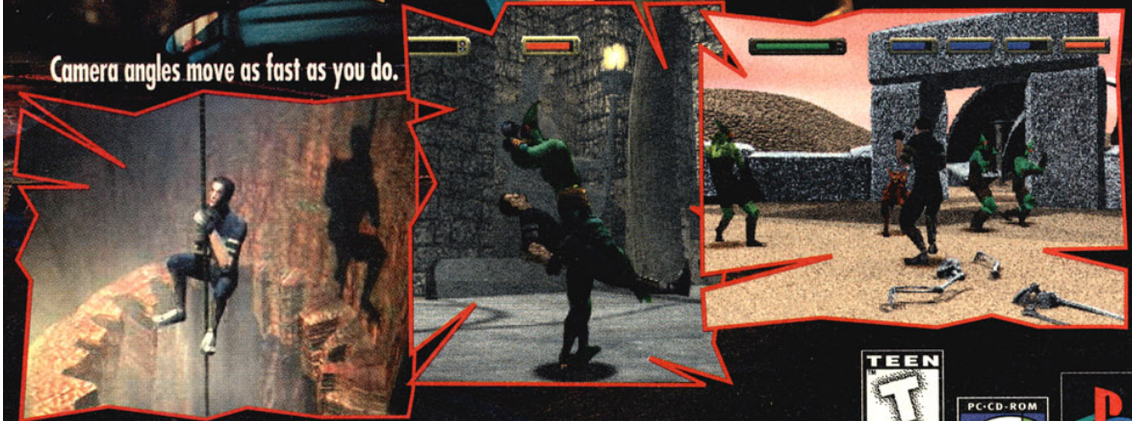

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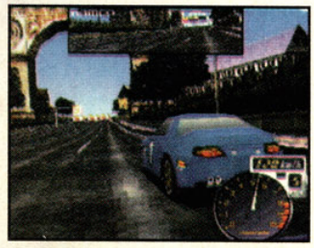
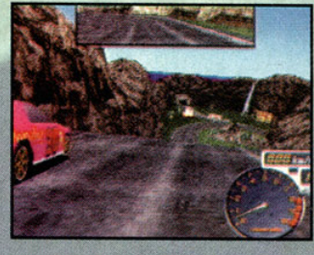
COMING SOON!

Namco's popular Ridge Racer series prepares to take another lap with Rage Racer, and the Nintendo 64 lineup gets a helicopter combat sim and a racing game.

By Nob Ogasawara, Naoki Shino, and Major Mike

Rage Racer





Publishing new Ridge Racer titles for the PlayStation appears to be an annual event for Namco. Rage Racer, the third in the series after Ridge Racer (released in '94) and Ridge Racer Revolution (released in '95), moves the competition to what appears to be a European setting rather than the West Coast atmosphere of the two previous Ridge games.

A most welcome addition to the outstanding racing series is the Grand Prix mode, where you compete in five classes, each consisting of three or four courses. Your earnings from these races can be used to upgrade and fine-tune your vehicle so you can take on the top racers.

Rage soups up the racing action with slick graphic enhancements, including on-screen gauges with an oversized tachometer. The driver's viewpoint has been lowered, making the scenery appear to whiz by even faster than in the earlier Ridge games. Also for the first time in the series, Namco has added cool computer-generated clips at the beginning and end of the game and between stages.

Rage Racer will also up the challenge to your driving skills. Namco's designers have created tougher courses with scattered hills and tight corners that force you to shift gears frequently to crank up a steep hill or to decelerate quickly before taking a sharp curve. Another cool technique is aerodynamic slipstreaming—pulling into the slipstream of the vehicle in front of you to cut down on drag.

This Racer's an automatic for Ridge vets—gentlemen, get ready to Rage.

Rage Racer
(PlayStation)

Developed by Namco
Published by Namco of Japan
Racing
2 players
Available December

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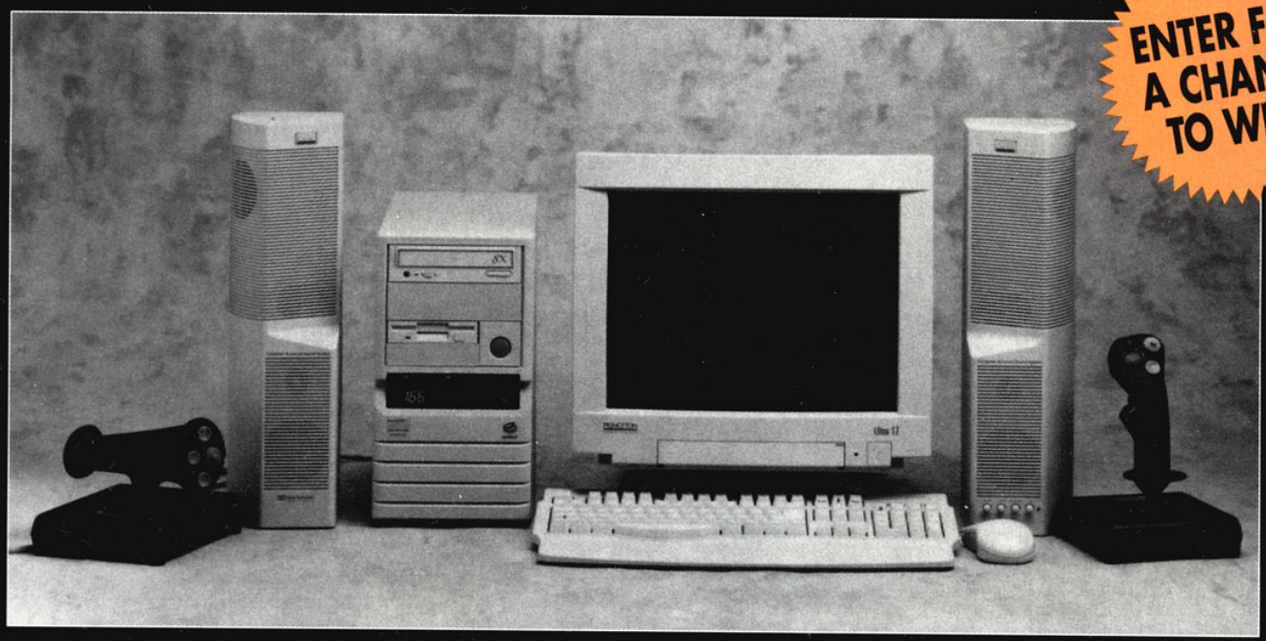

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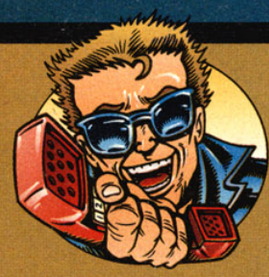

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Wild Choppers

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There are three stages, each with three missions that run the gamut from destroying radar installations to rescuing civilian hostages. Each mission has a time limit, not to mention ammo and fuel limitations. The AI controlling enemy units enables them to patrol independently, so no two missions will ever be absolutely identical.

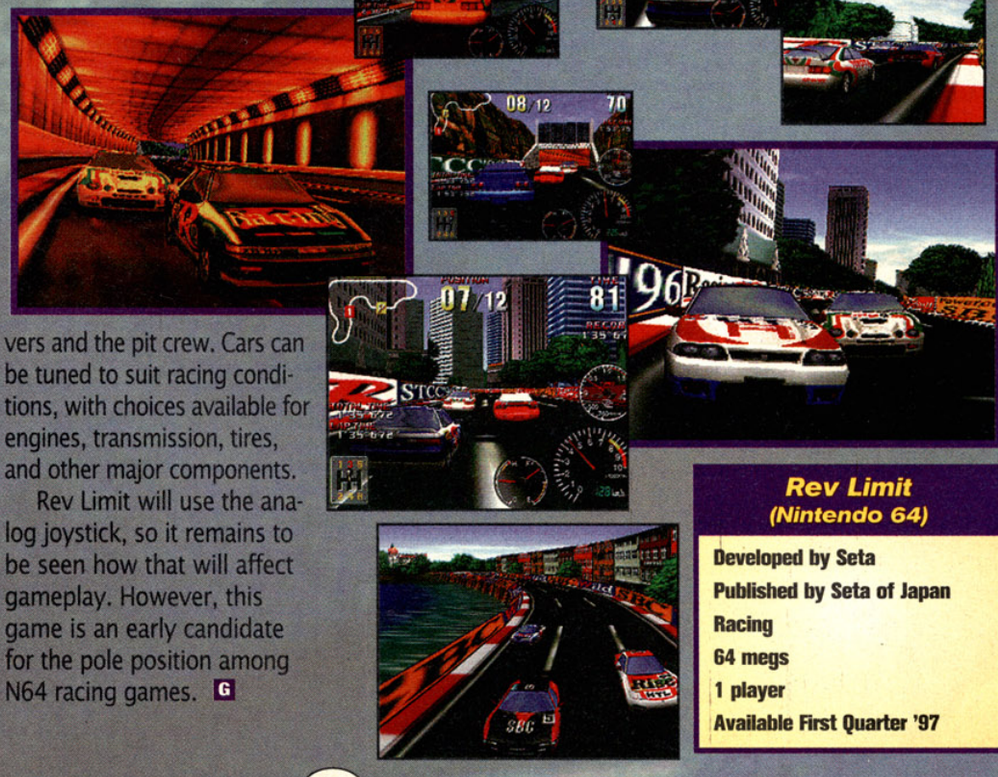
The gameplay viewpoints change on the fly, even tracking your missiles in flight. You can also summon a news service helicopter that will record your mission for playback.

Let's hope this awesome-looking game flies to the States sometime soon!

Wild Choppers
(Nintendo 64)

Developed by Seta
Published by Seta of Japan
Flight simulator
64 megs
1 player
Available Fall '96

Rev Limit



Seta is striving for new levels of realism in developing Rev Limit for the Nintendo 64. Reportedly, this 3D racer will simulate physical factors such as the grip of the tires on the road surface and the strain of gravitational forces on the cars. Crunching fenders with an opponent will not only affect your performance, it will affect his, too! Racers will also need to take into account fuel consumption, tire wear during long races, and engine stress due to high engine temperature.

There are three play modes: Sprint Race, Endurance, and Drag Race. But there's more to this game than driving. You can play as the racing team manager and instruct the drivers and the pit crew. Cars can be tuned to suit racing conditions, with choices available for engines, transmission, tires, and other major components.

Rev Limit will use the analog joystick, so it remains to be seen how that will affect gameplay. However, this game is an early candidate for the pole position among N64 racing games. G

Rev Limit
(Nintendo 64)

Developed by Seta
Published by Seta of Japan
Racing
64 megs
1 player
Available First Quarter '97

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TEEN

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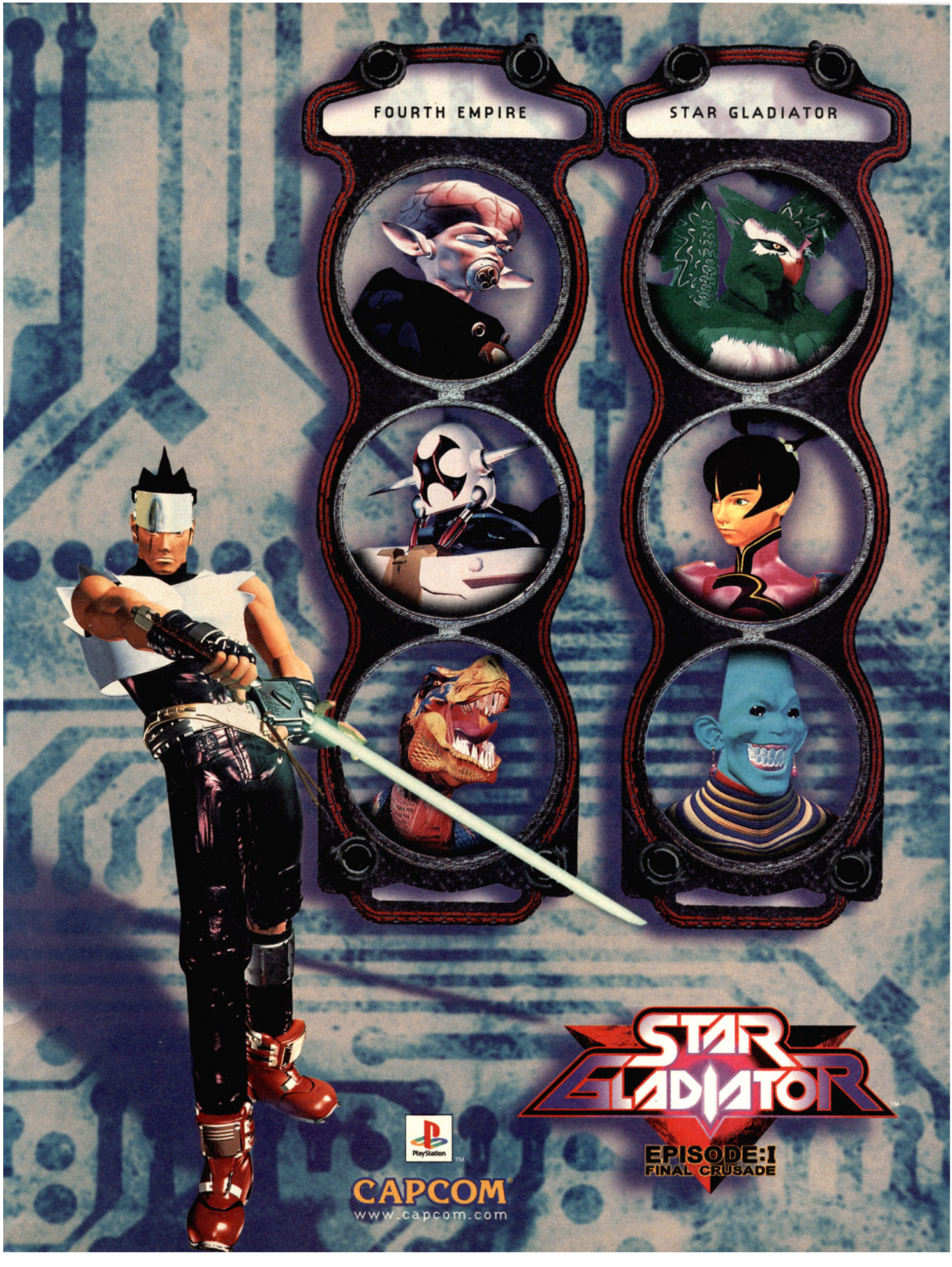
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Sneak Previews

Resident Evil 2

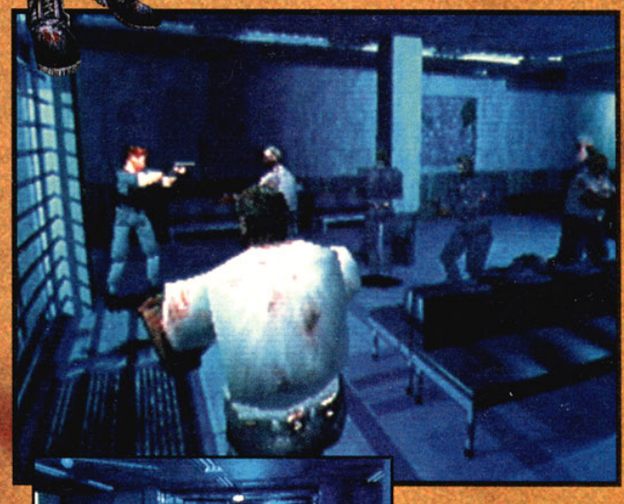
PlayStation

By Scary Larry

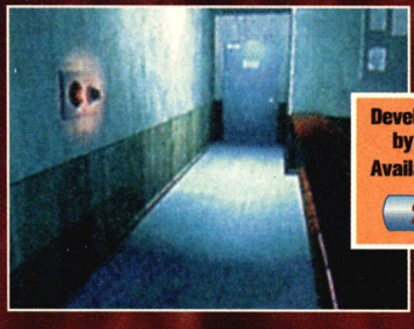
Graphics Take Two

The game that made the PlayStation such a viable game machine last year is back with another zombie-butt-kicking action-fest. Resident Evil 2 is still in its early stages, but these early pics already have us drooling for more!

The Story



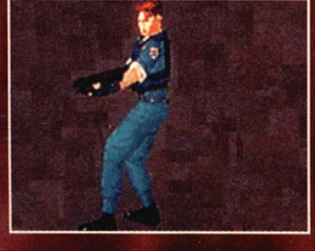
This time, the backdrop isn't limited to just a haunted mansion. Two months after the first RE ends, the whole freakin' town is infected by a strange skin disease that turns citizens into zombies. Bummer.

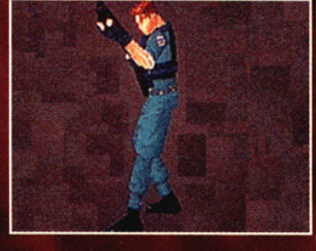


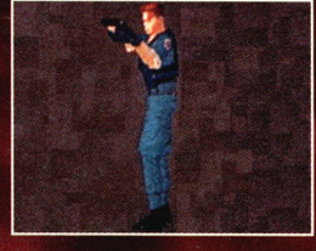
Developed and published by Capcom

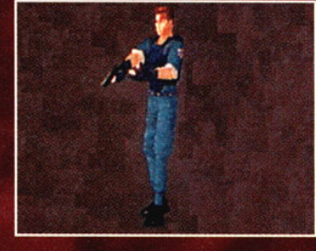
Available Second Quarter '97

20% COMPLETE





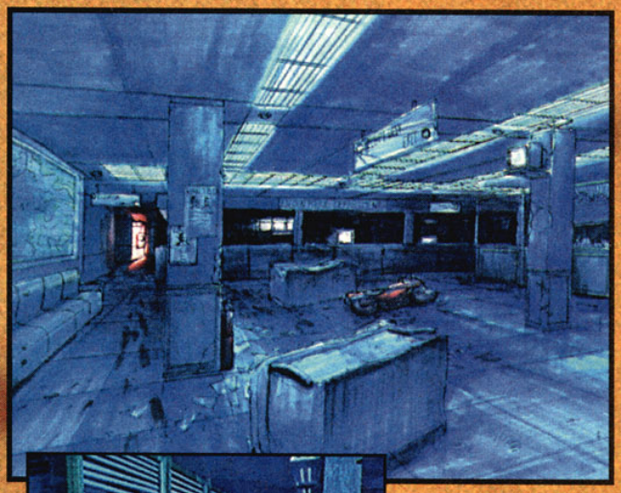


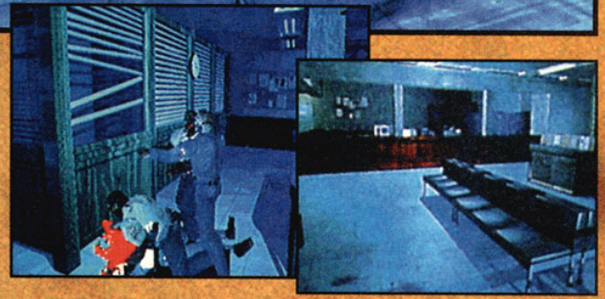


The Heroes

You play as either a rookie cop, Leon Kennedy, trying to get past fellow officers who are now zombies, or a college student, Elza Walker, who escapes the haunted town of Raccoon City and seeks refuge at the police station. Unfortunately, most of the cops want to munch on more than donuts!

Stay Tuned





Get ready to rock with more firepower, more body snackin', and a ton more gore than before. This is definitely going to be a Scary Larry kind of game!

Codename: Tenka

PlayStation

By Scary Larry

Another Doom clone? Yep, but this one kicks butt! Codename: Tenka is a stylish, rendered Doom alternative with more firepower than a Marine, and the attitude to match!

Flay Per View

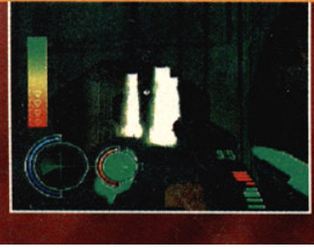
The controls give you the ability to reach many areas. For instance, you can crouch and crawl into sewers and floor grates, or you can jump up and enter air ventilation shafts. Along the way you have to fulfill certain objectives, like triggering doors, blowing up machinery, and committing other acts of general vandalism.

The Top Tenka List

This early version showcases very clean graphics which are fascinating and disturbing at the same time. Human heads with spider legs (reminiscent of John Carpenter's movie *The Thing*) and stubby demons are horrific—and they react to gunshots! In a nice touch, if you shoot off their legs, they walk in circles.

Tons of Guns

Tenka also has an impressive array of weaponry. You have an arsenal bigger than the Montana Freemen's, with everything from bomb-blasting mortar guns to crackling lasers. You also have a cool laser sight on your weapon, which makes tracking enemies in dark rooms much easier. Tenka's impressive-looking enemies, stunning arsenal, and moody environments make this one Doomer to keep an eye out for.



Developed and published by Psygnosis
Available February '97

70% COMPLETE

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BLACK DAWN

SEGA SATURN

PlayStation

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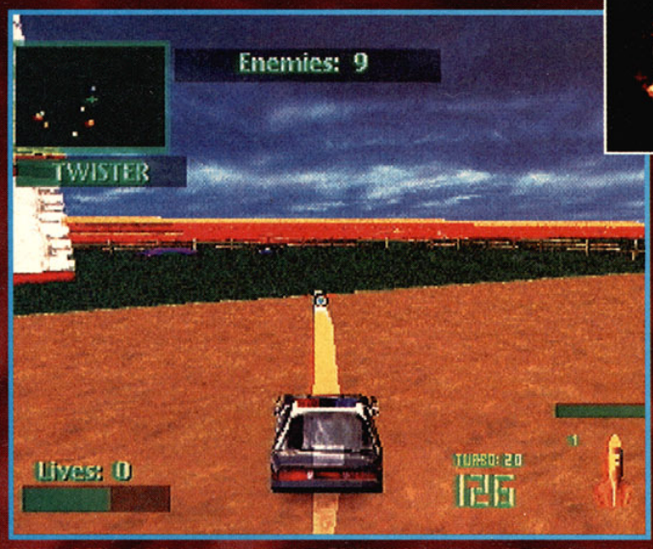
Twisted Metal 2

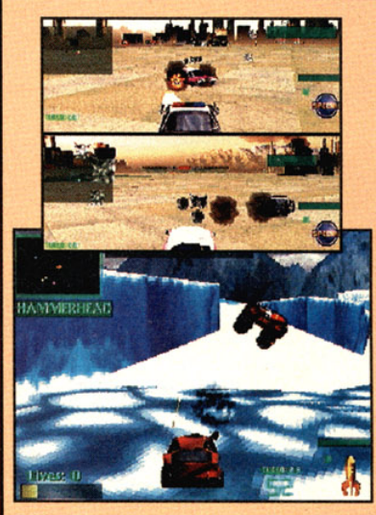
PlayStation

By Major Mike



Twisted Metal 2 is almost here, and it has the same rollicking, rock-and-roll-over, car-destroying mayhem as before. Now you can bang fenders around the world, like in Holland's "Field of Screams"!

Gameplay & Fun Factor



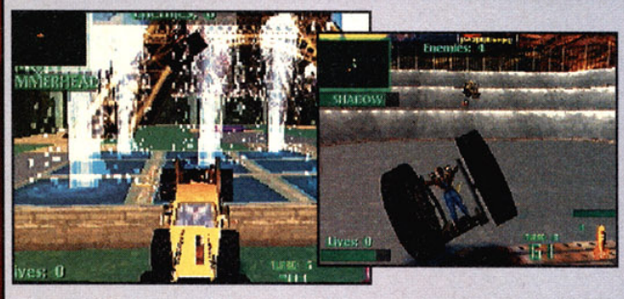
The one-player, every-vehicle-for-itself mode is extremely challenging. The two-player mode is equally exciting as you square off against a foe across giant stages. There are also plenty of hidden areas and weapons you can acquire that add to the fun.

Twisted Metal 2 has all the makings of a hit—intense gameplay, colorful explosions, and plenty of cars to choose from. This looks like one tour around the world worth taking.

Graphics

Some pixelization occurs, and some of the polygons, especially in the buildings, look sloppily put together. However, the special-weapon discharges, combat vehicles, and various stages look excellent. In the two-player modes, the horizontal split-screen is preferable to the vertical because it gives a wider field of view.

Control



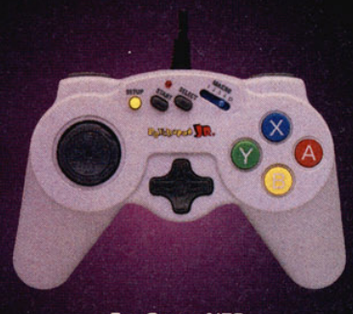
The vehicles have different attributes, and some control better than others. Acceleration and braking, however, are easily controlled with either the control pad or the buttons.

Developed by SingleTrac
Published by Sony
Available December

60% COMPLETE

For Sega Saturn

For Sony Playstation



For Super NES

3 Way Play

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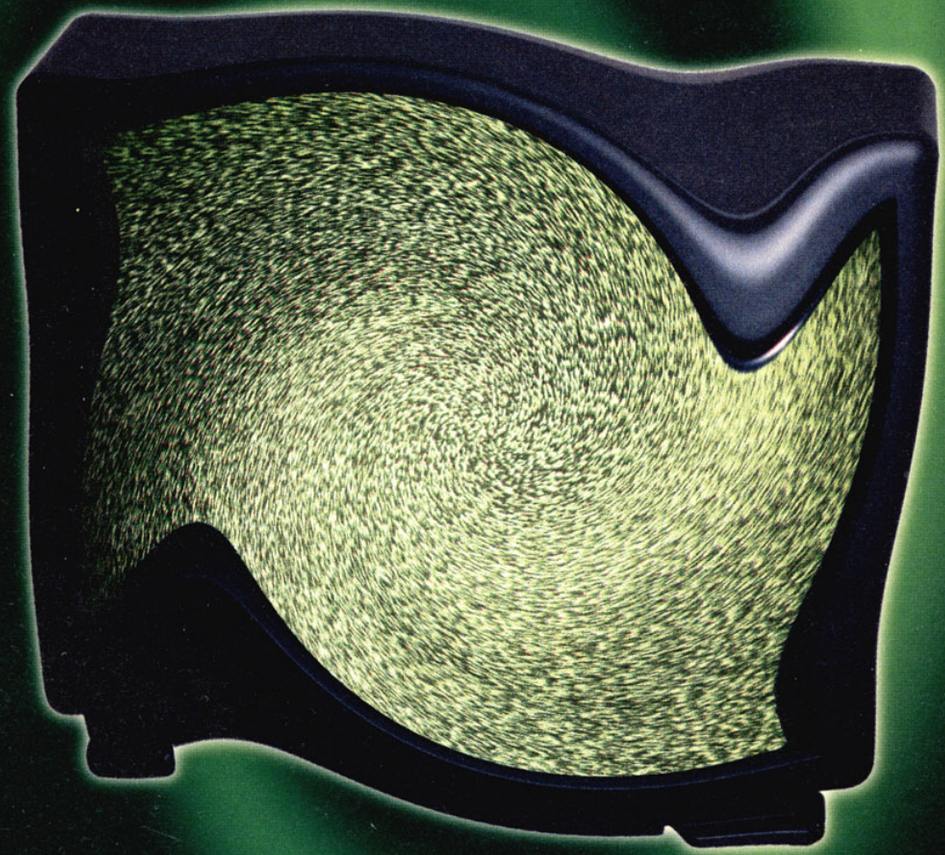

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HANDS-ON

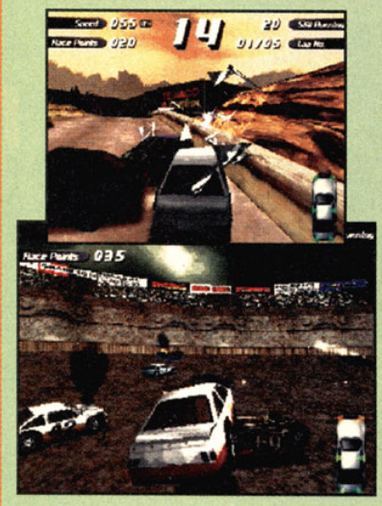
Destruction Derby 2

PlayStation

By Johnny Ballgame

Destruction Derby 2 combines adrenaline-filled racing with unbelievable crashes, carnage, and chaos. It out-destroys, out-explodes, and simply outdoes its predecessor on every level. Are you ready to be the Derby champ, or will you merely be roadkill?

Features



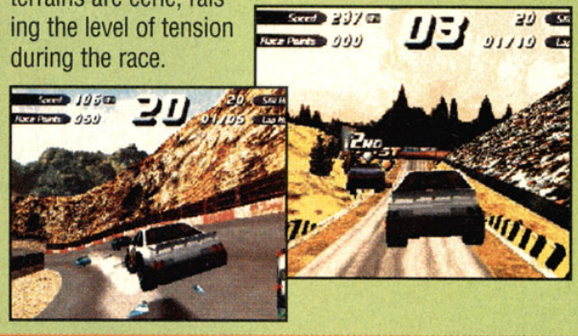
You can go for ultimate destruction on seven tracks of Wreck'n Racing, or race a more civilized (but still violent) tour on the stock-car circuit. The Destruction Derby puts 20 cars in one of four bowls for a war of automobile attrition, where the last car still running wins.

Developed by Reflections
Published by Psygnosis
Available November

90% COMPLETE

Graphics

The graphics are a huge improvement over those in the original DD. The behind-the-wheel and overhead views put you closer to the action than last year's game. Wrecked autos catch on fire, and smoke swirls when their radiators blow. Some of the background skies and terrains are eerie, raising the level of tension during the race.



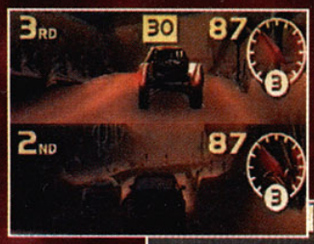
Gameplay & Fun Factor

New to this year's tracks are jumps, where you can flip 360 degrees and still land on your tires ready to resume the race. There are also pit stops and a cliff in one of the Derby bowls so you can push your opponents off the edge. DD2 will provide fast, steel-twisting action and hours of therapeutic relief to angry drivers frustrated with overcrowded freeways.

FIRST LOOK

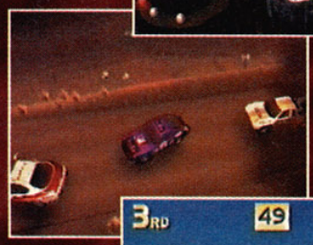
Top Gear Rally

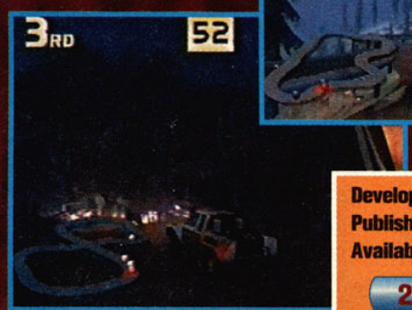
Nintendo 64



What good is the N64's massive graphics horsepower if there isn't a dynamic racing game to shift it into high gear? Kemco answers that question with Top Gear Rally, an impressive off-road racing game based on its popular Top Gear series for the 16-bit platforms. Take the wheel of a Porsche 911, Toyota Supra, or Toyota Baja and face numerous gut-wrenching courses in locales ranging from the highest mountains to the lowest deserts. You'll be amazed at the ultra-realistic graphics effects such as rain, dirt, and snow being kicked up by all the traffic. Play first-person, behind-the-car, or challenge a friend in sharp, split-screen action. Top Gear Rally looks like top fun on the N64.

—Dr. Zombie





Developed by Boss Game Studios
Published by Kemco
Available Spring '97

20% COMPLETE

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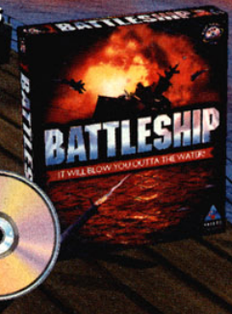

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CD-ROM

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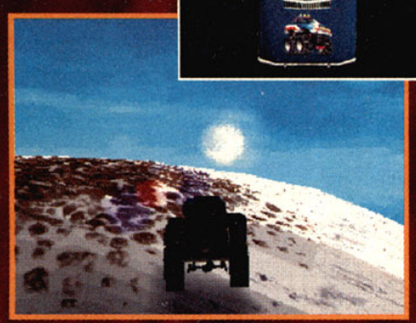
Thunder Truck Rally

PlayStation

Psygnosis, the company that brought you Destruction Derby, ups the wreckage ante with Thunder Truck Rally. Choose either a massive monster truck that flattens everything in its way or a quick-moving buggy that easily maneuvers around trouble. Hone your skills on the slopes, hills, and mud of 12 training tracks with both indoor and outdoor circuits before you tackle the main event—a four-day endurance race covering five stages and over 500 miles of unpredictable terrain. Seek-and-destroy fans will enjoy the three truck-rally modes which score high points for encouraging nothing but all-out annihilation of onscreen opponents. Impressive graphics effects such as dust, mist, snow, and sun glares, plus various camera angles to view the carnage, all add up to high-octane fun.—*Dr. Zombie*



Developed by Reflections
Published by Psygnosis
Available January '97

50% COMPLETE

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Power Move Pro Wrestling

PlayStation

Get ready to rumble with Power Move Pro Wrestling, the American translation of Toukon Retsuden, the best-selling PlayStation game in Japan (see "Overseas Prospects," November). It's 3D mayhem inside the squared circle as 12 vicious fictitious grapplers battle for the championship with the most realistic array of wrestling holds seen in a video game to date. Combine moonsaults, figure-fours, and swinging neck-breakers with devastating high-flying acrobatics off the top rope to pummel your opponent into submission. Wrestlers spit green mist into their foe's face, and if you pound their heads into the turnbuckle, their faces start to bleed. PMPW is on its way to being crowned "King of the Ring."—*Johnny Ballgame*

Developed by Tomy
Published by Activision
Available now

80% COMPLETE

Soviet Strike

PlayStation | Saturn

Soviet Strike is ready to fly into 32-bit skies with a deadly arsenal of high-powered graphics and strategic, mind-blowing gameplay. You'll have to conquer 40 missions of destruction by piloting a high-tech helicopter to preserve freedom throughout the world. Armed with missiles, machine guns, and rockets, you can pretty much blow up everything you see on-screen, and details like soldiers fleeing for their lives, and even bursting into flames as they run, are incredible. If you fail to rescue one of your comrades, you can fly overhead and witness his execution, or take out the firing squad before they blow him away. Get ready to strike a blow against communism.—*Johnny Ballgame*

Developed and published by Electronic Arts
Available now

50% COMPLETE

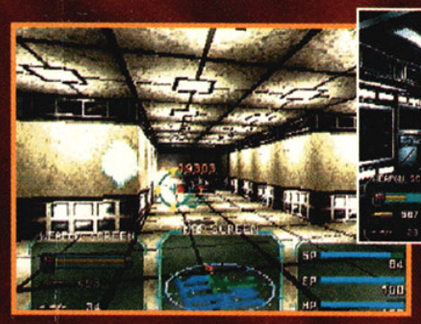
Epidemic

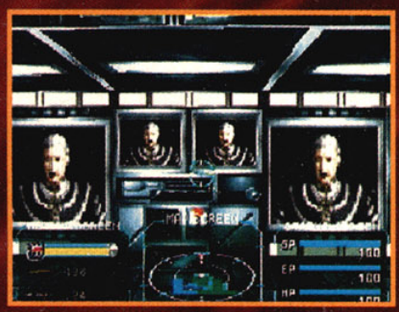
PlayStation

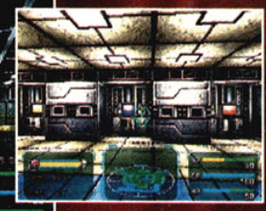
As the sequel to Kileak: The DNA Imperative, Epidemic has received a complete makeover. Sleek, detailed backgrounds provide the perfect environment for smooth, rendered enemies and the polished cinematics are almost Hollywood-quality.

The one problem with Epidemic, as it was with Kileak, is the lack of exciting enemies. Most of the robotic miscreants look like flying appliances, and there aren't great, gory deaths like the kind twitch gamers are used to from shooters like Final Doom, Powerslave, and Duke Nukem.

However, this game does throw some interesting puzzles and intricate levels at you, giving the clear impression that it's a thinking man's shooter. Epidemic may spread through the ranks and become a killer.—*Scary Larry*







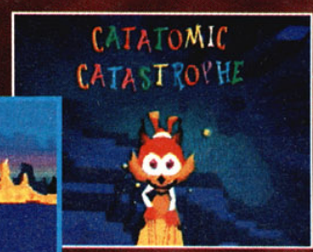
Developed by Genki
Published by Sony
Available October

80% COMPLETE

Bubsy 3D

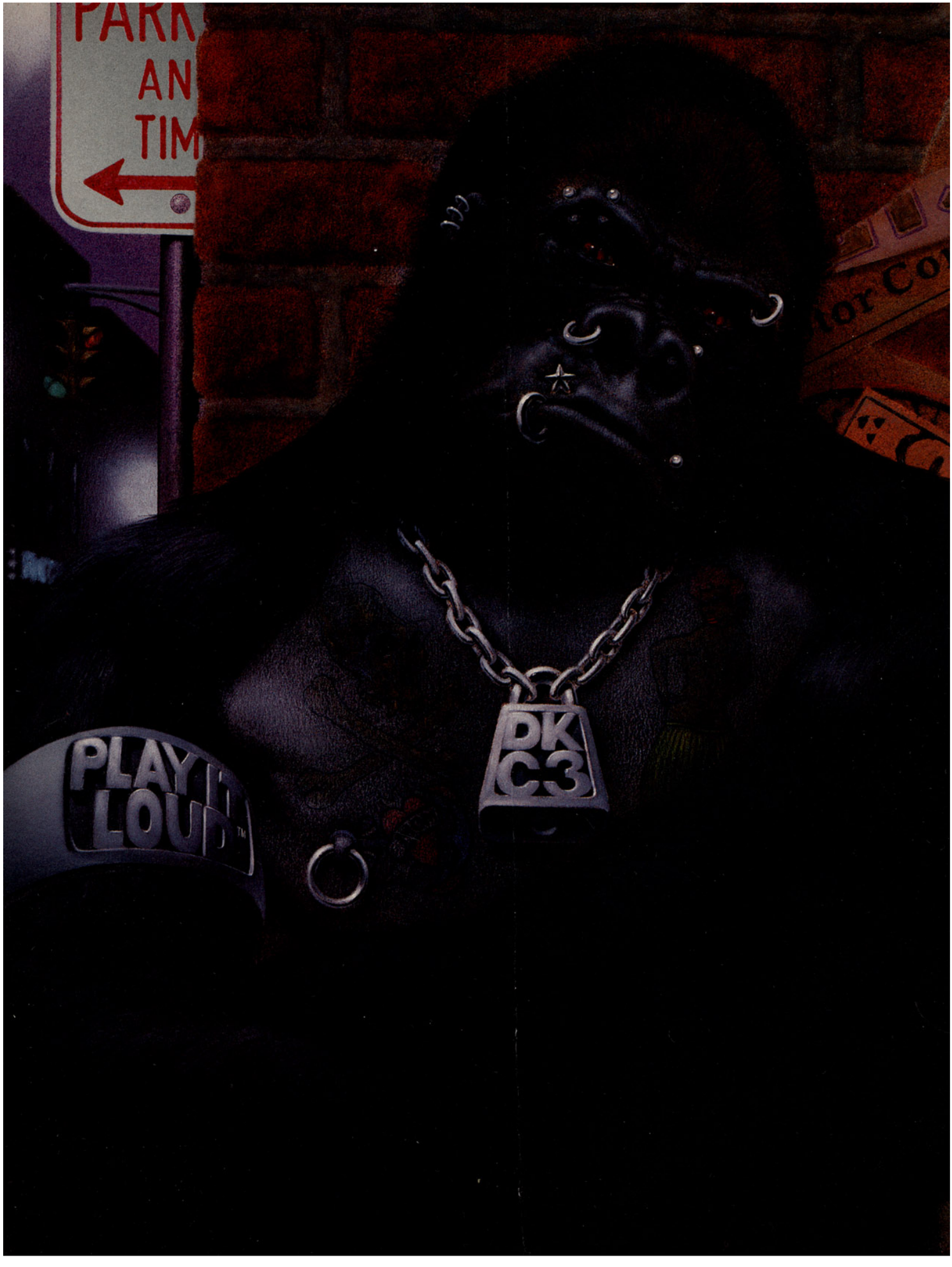
PlayStation | Saturn

That wiseguy 16-bit bobcat is making an impressive jump to both 32-bit systems. Mike Berlyn, the designer of the first Bubsy (not the lamentable sequel) has created an interactive 3D world that looks and sounds like colorful "Road Runner" cartoons and plays a little like Jumping Flash. The two-player platform-jumping action covers 16 levels, 14 bonus rounds, and tons of imaginative warps to hidden areas. Bubsy jumps across elevated platforms, swims, flies a nifty jet, and spouts over 150 of his trademark wisecracks. The Saturn version, due in December, will be compatible with Sega's analog controller (see "GamePro Labs," October) for sharper 3D motion.
—*Captain Cameron*



Developed by Eidetic
Published by Accolade
Available November

50% COMPLETE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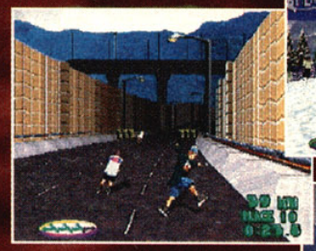
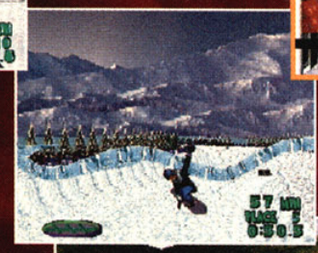
2 Extreme

HANDS-ON

PlayStation





Some of the features of this sequel to ESPN Extreme Games have changed—there's no ESPN license, and you don't get any money to upgrade to better equipment—but the premise remains the same: Kick and pummel your way to the finish on snowboards, skateboards, bicycles, or in-line skates. The action goes down on 12 new courses in L.A., Las Vegas, Japan, and Africa; other cool new features include create-a-player and points for pulling tricks like 360s. The frame rate's noticeably improved, which means faster graphics, but at this early stage, there's still too much pixelization. As for the gameplay, snowboarding's a killer addition that ESPN Extreme fans will dig, but 2 Extreme doesn't break tons of new ground.

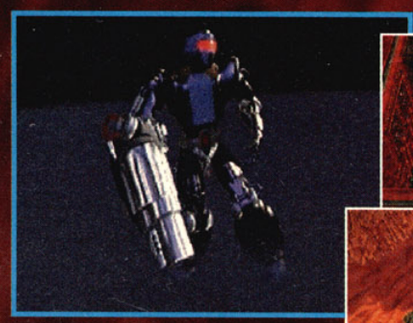
—Air Hendrix

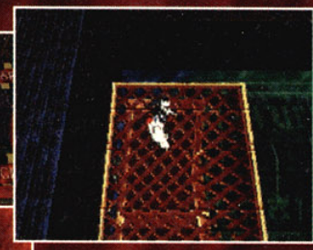
Developed and published by Sony Sports
Available October
70% COMPLETE

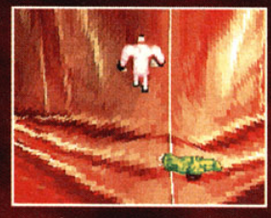
Re-Loaded

FIRST LOOK

PlayStation | PC CD







Re-Loaded is the sequel to Loaded, last year's bloody shoot-em-up. Some new faces join the roster of gunners, including The Consumer and Sister Magpie. Additionally, returning characters such as Bounca and Mama have new looks. The game will offer more puzzles, different weapons, and new abilities. Characters can climb stairs and jump, and bullets can now ricochet! Going completely over the top, the last level takes place on the body of a giant strapped to a table. In this climactic final stage, you must blast your way to the giant's head, then blow it apart!

—Major Mike

Developed by Gremlin
Published by Interplay
Available December
30% COMPLETE

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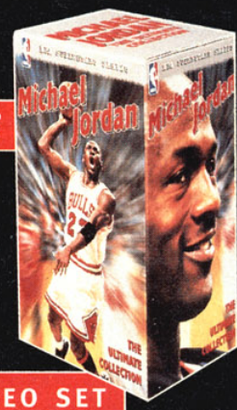

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TigerShark

PlayStation

TigerShark could be a PlayStation submariner's dream. The naval shoot-em-up action takes place both above and below the water. You pilot an attack submarine that can submerge and surface at will. Controlling the sub took a bit of practice with the prelim version, but eventually you should be able to sneak up on the massive enemy fleet (especially when you're submerged), and blow ships out of the water.

The graphics and sounds rocked and rolled in the prelim. The audio resounded with snazzy sound effects, mostly machine-gun and missile fire. The graphics were very detailed, highlighted by a great-looking sub. However, the explosions needed some fine-tuning.

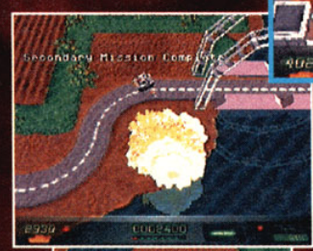
TigerShark isn't due until next year, but it already has the makings of a topnotch action/shooter.—*Major Mike*

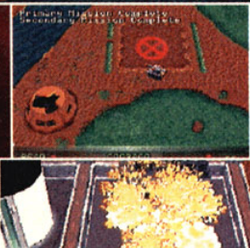
Developed by n-Space
Published by GT Interactive
Available March '97

50% COMPLETE

Mass Destruction

PlayStation | Saturn





The title says it all: In Mass Destruction, you'll drive a tank and destroy everything in your path. It's mindless action, but incredibly fun.

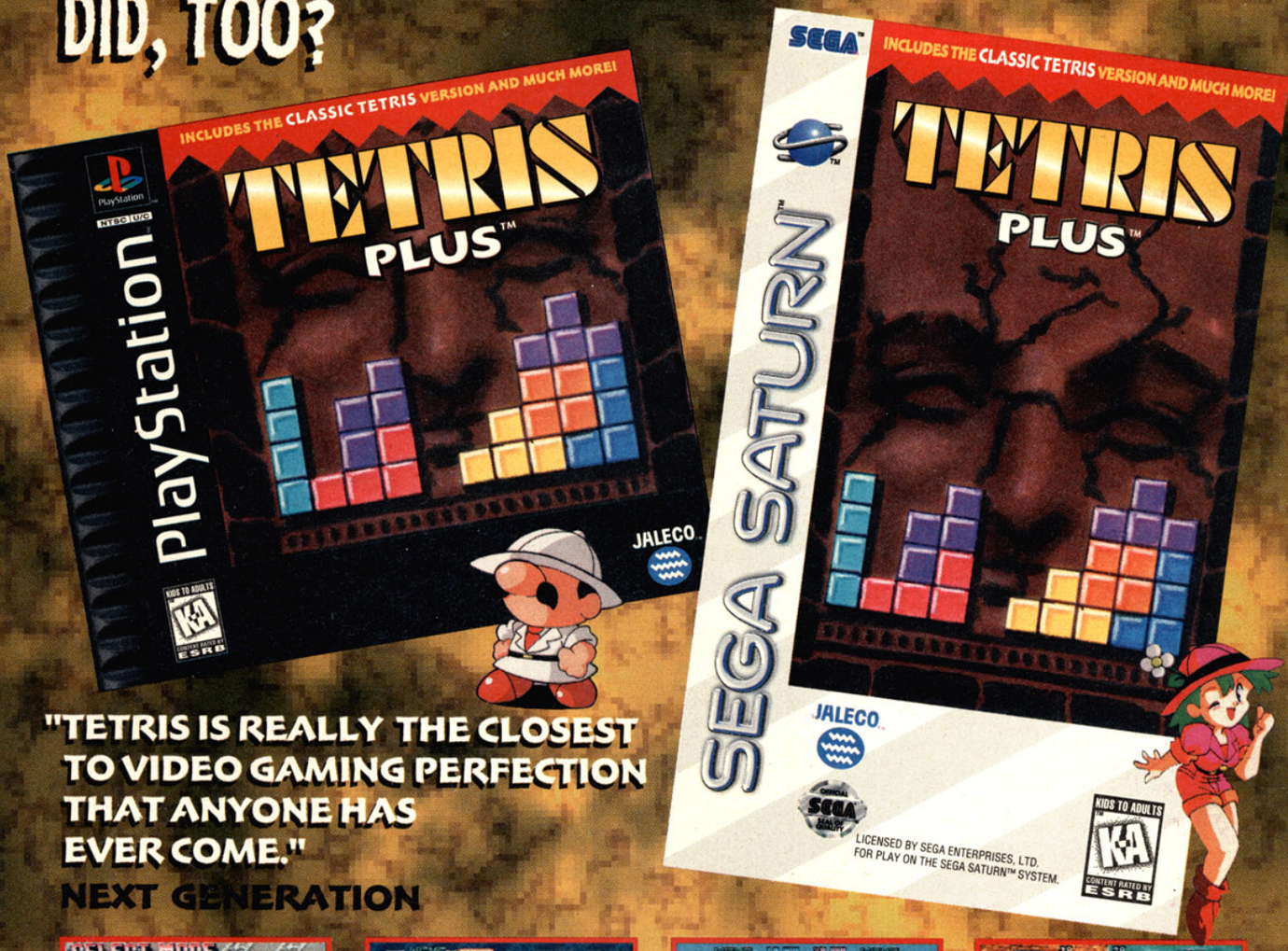
So far, the game looks awesome, with gigantic, loud explosions and intense mechanized mayhem. Your tank can carry several weapons, including flamethrowers, mortars, and guided missiles.

Controlling the tank is simple; however, in the early disc, turning the turret was tricky. Even though the preview version had only three playable levels, Mass Destruction looks like it will give the similarly themed Return Fire a good run for the money. —*Major Mike*

Developed by NMS Software
Published by BMG Interactive
Available April '97

40% COMPLETE

YOU'VE MOVED UP TO 32-BIT TECHNOLOGY... ISN'T IT ABOUT TIME YOUR FAVORITE GAME DID, TOO?



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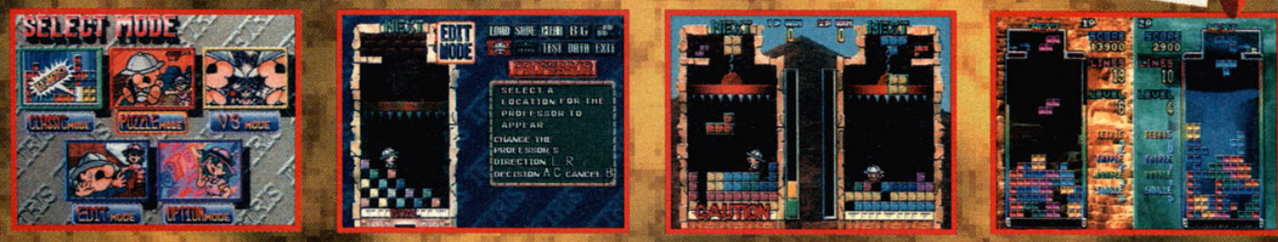

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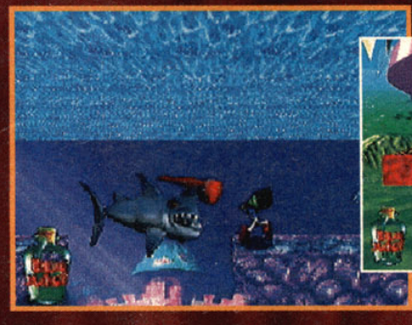
Super Puzzle Fighter

PlayStation | Saturn

Take characters from Capcom's best fighting games, add in elements of Tetris, and you get one addicting puzzle game. In Super Puzzle Fighter, the object is to match same-colored gems into blocks of four, then use circular icons or diamonds to break the blocks and send them to your opponent's side. The more patterns and combos you form and then break, the bigger the surprise for your opponent. The colorful graphics have a youthful look, with cute "deformed" versions of SFII and Night Warriors characters battling in the background. *—Bruised Lee*

Developed and published by Capcom
Available First Quarter '97
40% COMPLETE



Bug Too

Saturn

Bug is back to infest the Saturn once again, but this time he's not alone. In Bug Too, two new insects have been added. Maggot Dog is exactly what his name suggests—a maggot with a dog's face. SuperFly is a disco-crazed fly who looks like an extra from the movie *Saturday Night Fever*. The characters now have the ability to run through the levels, which are even bigger and more complex than those in the original. New features include a two-player option and a time mode. This early version was still a little buggy (pun intended) and didn't yet have music or voices.—*Bruised Lee*

Developed and published by Sega Soft
Available November
80% COMPLETE

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Nanotek Warrior

PlayStation

Virgin is ready to launch yet another vehicle racer into an already-crowded field that includes Wipeout XL and Starwinder. Nanotek Warrior puts you on a set path where you spin your ship around a pseudo-tree-trunk track. There's some shooting, but so far the limited gameplay doesn't appear to lend itself to too much fun or too much variety. Hopefully, Tetragon will put some heat into this otherwise tepid racer.—*Scary Larry*

Developed by Tetragon, Inc.
Published by Virgin Interactive
Available First Quarter '97

60% COMPLETE

Tempest X

PlayStation

Tempest, the vector-line shooter that was the rage in the 80s, is about to receive the 32-bit treatment. After regaining some fame this decade with the Atari Jaguar version (remember that system?), it's about due for a rehash anyway. This fast, clean PlayStation version could be a great port. Techno sounds fill Tempest X, and smooth controls should help push the game to the forefront of contemporary shooters.—*Scary Larry*

Developed by High Voltage
Published by Interplay
Available November

70% COMPLETE

Pitball

PlayStation

In Pitball, you battle two-on-two against the computer or against up to three friends as you fight for a glowing sphere, which you must place into a goal. The futuristic teams are imaginative and monstrous, using bird-men, gargoyles, and more. It's like Road Warrior meets the NBA, and it looks cool. There's also a ton of arenas to choose from. If the gameplay gets faster, Pitball could be a surprise hit. —*Scary Larry*

Developed by Warner Interactive International
Published by Accolade
Available now

70% COMPLETE

The Divide: Enemies Within

PlayStation

PC CD

In The Divide, you play as a "mech" who wakes to find that the beings who put you into cryo-sleep have evolved into heavily-armed life forms. The mech angle is incorporated into a platform experience—you hop and gun your way through most of the levels. The game looked chunky and slow, but it's unfinished. Let's hope for the best in the final version.—*Scary Larry*

Developed by Radical Entertainment
Published by Viacom
Available Winter '96

40% COMPLETE

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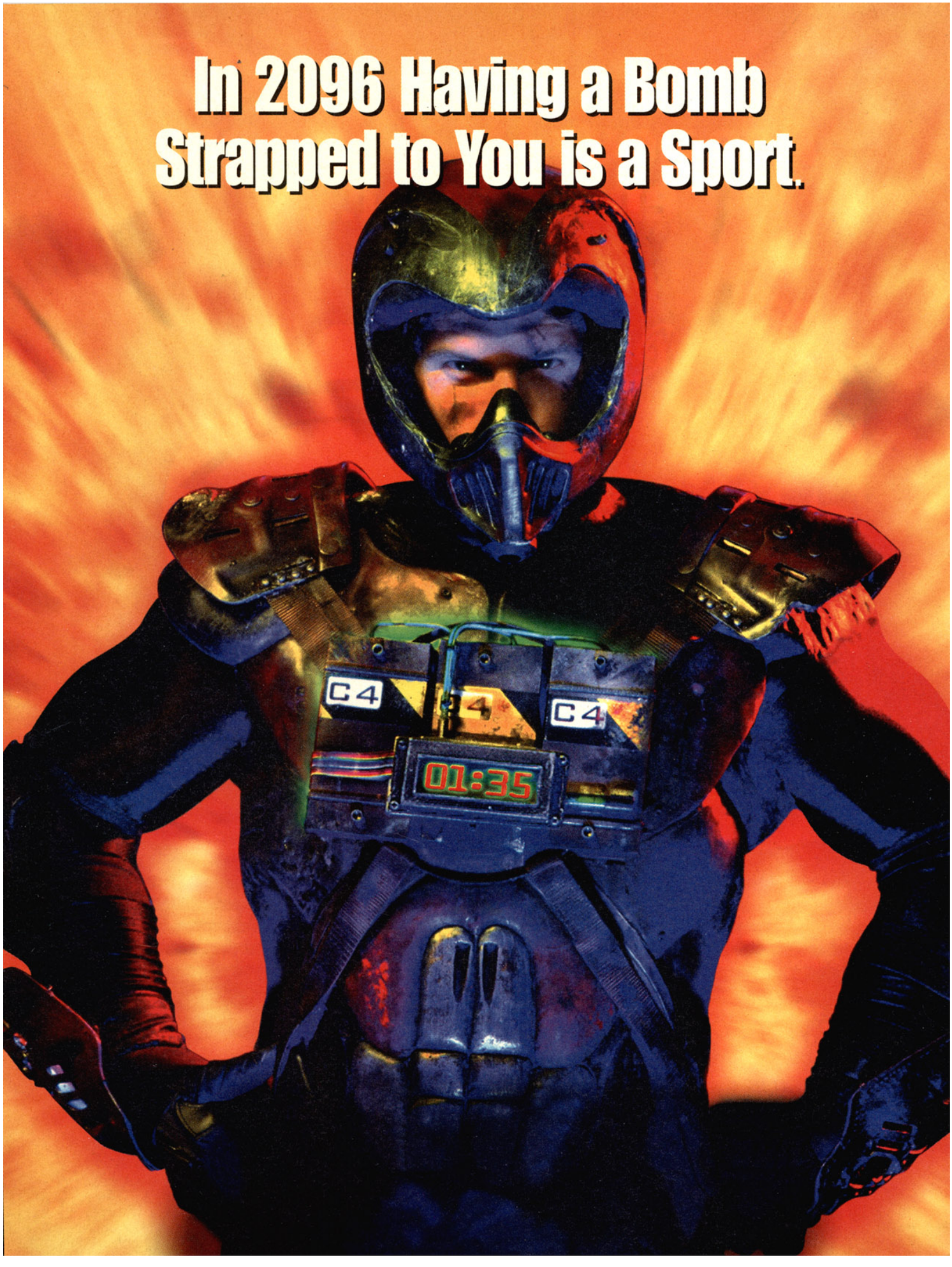
In 2096 Having a Bomb
Strapped to You is a Sport.
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C4
C4
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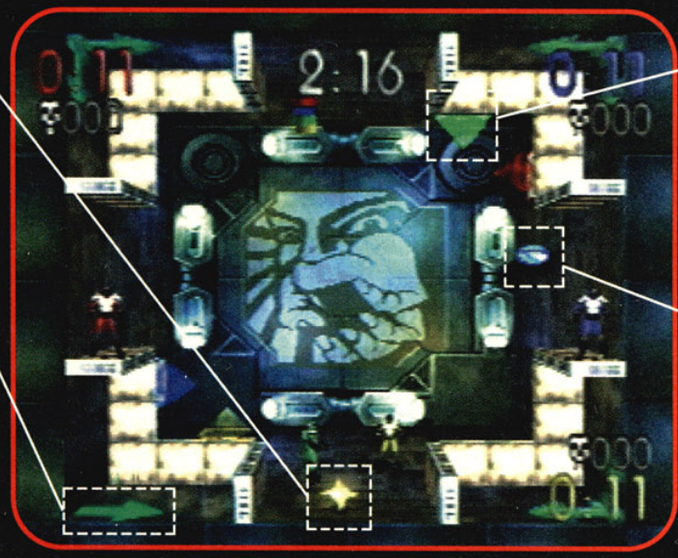
(Want to Play?)

The Crystal

Drop it in your reactor to increase your time.

The Kickers

Kicking these rotates the chamber 90 degrees.



The Reactors

Drop the crystal in an opponent's reactor to drain his Kill-Clock.

The Power-Ups

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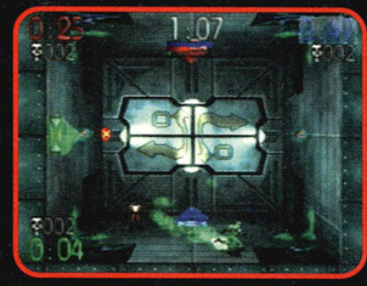

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TEEN T AGES 13+ ESRB

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PC GamePro REVIEW

DOS

By Major Mike

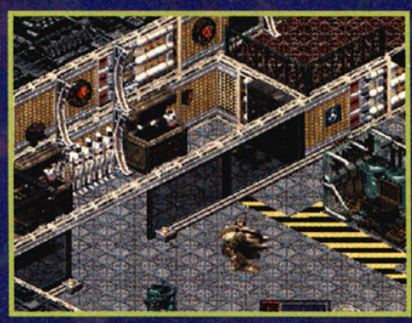
CRUSADER: NO REGRET

Combining strategy with fast shoot-em-up action, Crusader: No Regret is an excellent sequel to Crusader: No Remorse. But Regret shows no remorse in outclassing its predecessor by showcasing better graphics, more refined gameplay, and more mayhem.

Silenced by Silencer

Crusader's simple premise: You are Silencer, a lethal futuristic enforcer who's sided with the resistance movement battling an evil organization called the World Economic Consortium. Using a variety of firearms and special weapons, you blast through 10 levels of a WEC wasteland.

Storywise, Regret picks up immediately where Remorse left off as Silencer's picked up drifting in space by the WEC. As soon as the cockpit of your craft opens, you're spraying gunfire in every direction.



You can control deadly weapons, like this mech, via remote control.

While Regret's game engine mirrors its predecessor's and retains the same ¾-overhead view, there are several new elements. The levels are bigger, so that becoming lost is definitely a danger. They are also more challenging, teeming with perplexing puzzles and traps. Puzzles range from collecting identification cards to pressing switches in the correct sequence. Silencer also has a new move, the forward roll—an ability that's essential to dash past hazards and enter hidden areas with narrow openings.

Crusader: No Problem

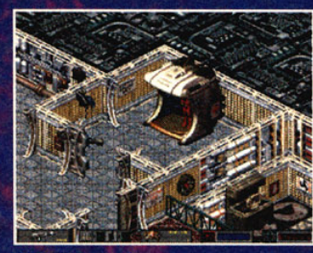
Controlling Silencer takes skill beyond a quick trigger finger. He has several advanced moves, including crouching, side-stepping, rolling forward, and rolling side-to-side. The responsive controls are tricky at first, but they're easily mastered with practice.

A Violent Scene

The graphics are clean and detailed. The levels look great, and they're packed with items that explode when shot. With bright fire and smoldering embers, the explosions are particularly arresting. The graphics highlight the gruesome carnage. Enemies explode, run around engulfed in flames, and can be frozen and subsequently shattered. The only downside comes when you tune in to the cheesy full-motion video of the resistance members at the video terminals.

The clean audio features loud explosions and intelligible voices (as in other games of this type, enemies believe they can stop you by yelling "Halt!"). Music ranges from hard-grinding guitar riffs to subtle synthesizers, providing an excellent accompaniment to the visuals.

PROTIP: The steam valves are a handy way to eliminate enemies. Turn the valve wheel when an enemy is close to a leaking pipe, and the escaping vapor can kill him.



PROTIP: Recharge your energy at various first-aid and electrical stations. However, be careful around these structures—careless gunfire can easily destroy them.

Several weapons await you—including this deadly grenade launcher.

PROTIP: Use care when you press switches. Some are actually booby traps, like this gun that rises behind you and suddenly fires.

PROTIP: Avoid using explosives against the enemy troops. If they explode, you can't search them for ammo and other helpful items.

Crusader: No Contest

Crusader: No Regret has all the right elements to produce a top-notch action game, including superb running-and-gunning, great visuals, and hours of intense gameplay. You'll have no regrets about joining Crusader's crusade.

PROTIP: Use the elevators to your advantage. If an enemy is standing below one, press the elevator switch and let the elevator do him in.

Crusader: No Regret by Origin

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	5.0	5.0	ADJ (Adjustable)

$39.95	10 levels
Available now	¾-overhead view
Action/adventure	ESRB rating: Teen
1 player	

Minimum System Specifications

- Intel 486/66+ MHz or 100% compatible system
- MS-DOS 5.0 or higher
- 8 MB RAM
- 55 MB on hard drive
- 256-color VESA compatible SVGA graphics
- SoundBlaster-compatible card
- CD-ROM drive

PC GamePro REVIEW

Win 95

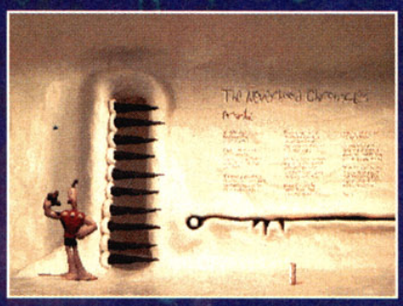
By Major Mike

The Neverhood looks and plays like a Gumby dream. It's an engaging Myst-style point-and-click puzzle game crafted with beautifully rendered claymation graphics. The result is an engrossing and entertaining exercise in mystery-solving with an eye-popping look (by the design team that created Earthworm Jim) that's fun to play but a little more fun to watch.

Flog Klogg

Shifting between a first-person view and a side-scrolling view, you guide the game's hero, aptly named Klaymen, through a series of puzzles as he endeavors to defeat Klogg, the evil ruler of the Neverhood. The controls are very simple: You point and click on any of the surroundings and in most cases the A.I. does the rest, causing Klaymen to automatically interact with various objects and devices.

This is no twitch game, so brain power, not quick reflexes, is what you need. While some of the puzzles are perplexing, none of them have solutions so obscure that you'll burst a blood vessel trying to solve them. The premium here is on exploration, but the absence of a "smart cursor" that changes shape when it passes over clickable objects certainly ups the challenge.



The Neverhood is filled with puzzles—like this long hallway with writing that seems to stretch to infinity.

An Audio/Visual Feast

The Neverhood's fantastic graphics steal the show. Klaymen and his world were actually sculpted from clay. A dizzying range of seamless facial expressions and physical antics brings Klaymen to life. He runs, jumps, spits, belches, and swings his way through the game. The other characters in the Neverhood are also visually arresting.

Of course, not everything is perfect. The claymation graphics look great in long and medium camera shots, but some images grow a little fuzzy during close-ups. That's a very minor quibble, though, in this otherwise exceptional-looking game.

The sound effects are simple, featuring a nice variety of interactive noises, such as bells, buzzers, and footsteps. Jazzy music enlivens the game's pace at key moments, but is thankfully absent when you're faced with perplexing situations (like the hall of records that seems to go on forever) that require deep concentration.

Heyday of Clay

The Neverhood is an excellent adventure/puzzle game. Challenging puzzles and situations will provide you with hours of play, and Klaymen and his cohorts supply plenty of character—thanks to superb claymation graphics. You'll wish the Neverhood would never end. ■

The Neverhood
By DreamWorks Interactive

Graphics	Sound	Control	Fun Factor	Challenge
5.0	4.5	5.0	4.5	ADJ (Adjustable)

$54.95	60+ puzzles
Available November	Multiple views
Adventure/puzzle	RSAC rating: 13+
1 player	

Minimum System Specifications

- Pentium
- 8 MB RAM
- 10 MB on hard drive
- SVGA graphics
- SoundBlaster-compatible card
- CD-ROM drive

A Beginner's Guide

Here are some tips to get Klaymen started on his quest.

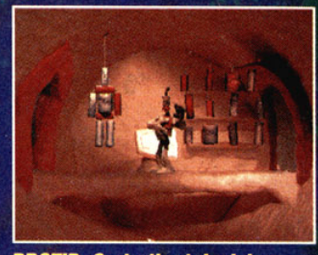
Starting Out

PROTIP: Throw the switch on the wall to the left, and the hammer smashes the door open.

Flytrap

PROTIP: Move the flytrap under the second to the last ring to the right. Jump, grab the ring, and pull it down to the flytrap's mouth. The flytrap bites it, holding the door open for you.

Dynamite Man



PROTIP: Go to the television screen and press on the shapes until all the shapes to the left have fuses and the ones to the right do not.

Monster in the Courtyard

PROTIP: After the monster in the courtyard chases you back to the house, he knocks a match off a shelf. Light the dynamite man and push him toward the monster. The monster eats the dynamite man and explodes!

The Hall of Records

PROTIP: Go to the puzzle on the wall and move the pieces around until you form an "H." When you do, the door opens.

SkyNET DOS

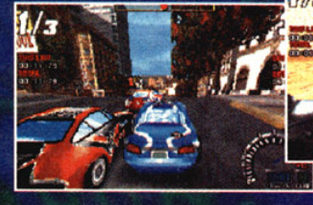
The post-apocalyptic carnage continues in Bethesda's latest *Terminator*-based game. A fresh set of missions featuring sharp new SVGA graphics offer challenging one-player action. As you criss-cross the nation in pursuit of a renegade nuclear weapon, you obliterate your enemies with the 17 weapons at your disposal. But without a doubt the coolest new feature is multiplayer mayhem over networks or modems. In death match-style action, you battle it out with hostile forces across the crumbling city of L.A. You can even capture jeeps or enemy hunter/killers to put on the hurt in a big way.—*Air Hendrix*

By Bethesda Softworks
Available now

Screamer 2 DOS Win 95

Hot on the tailpipe of last year's successful first game, Screamer 2 hauls across the starting line with a trunk full of cool upgrades. From behind the wheel of four new cars, you screech across six new tracks that range from South American jungles to the streets of San Francisco. Before the flag drops, you choose two-wheel or four-wheel drive and optimize your suspension, tire pressure, body style, and transmission to fit race conditions. Other smokin' additions include variable weather, two-player split-screen action, four-player network play, and a new 3D engine that provides better graphics, speedier play, and a more realistic 3D feel.—*Air Hendrix*

By Virgin
Available November



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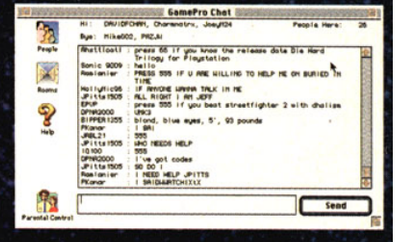

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Privateer 2: The Darkening

DOS | Win 95

Although the term "interactive movie" inspires disgust in most gamers, Origin's proven prowess with the Wing Commander series marks Privateer 2: The Darkening as a promising prospect. Like its popular predecessor, this Privateer blasts off with a combination of space warfare, equipment trading and upgrading, and full-motion video adventuring that stars luminaries like Christopher Walken and John Hurt. In between storytelling sequences, the gameplay focuses on completing combat-laden missions like hunting down crooks and reconnoitering planetary systems.—*Air Hendrix*

By Origin
Available now

Civilization II Scenarios

Win 3.1 | Win 95

Civilization II took strategy gaming by storm earlier this year, and now MicroProse is back with an add-on disc jammed with intriguing new scenarios. The original Civ II challenged gamers to take on the role of the ruler of an empire, managing its politics, sciences, and social structure with the ultimate goal of taking over the world. Civ II Scenarios loads you up with 20 new plots, including the Iranian hostage crisis, the American Civil War, a futuristic holocaust and alien invasion, and the rampages of Alexander the Great and Napoleon.—*Air Hendrix*

By MicroProse
Available December

Magic: The Gathering

Win 95

An immensely popular card game, Magic: The Gathering descends on the PC with snazzy features and gameplay. New players can learn the fundamentals via a thorough multimedia tutorial, then duel the A.I. in a variety of modes. More than 100 beautifully drawn decks prepare you for battle, and the useful Deck Builder utility organizes the whole deal. MicroProse also threw in an adventure game where players battle wizards and other mythical creatures with their Magic cards, building up their decks and characters along the way.—*Air Hendrix*

By MicroProse
Available November

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Death Rally

DOS

If you like Road Rash, you're gonna love Death Rally, which takes combat racing to new levels of brutality. How brutal is it? Duke Nukem himself is one of the racers! One to four players compete, cheat, and do whatever is necessary to win on 18 tracks, with The Adversary waiting on a final confrontation circuit. As you race, you lay mines, sabotage enemy cars, run over spectators—sounds like just another day on an L.A. freeway! *—Captain Cameron*

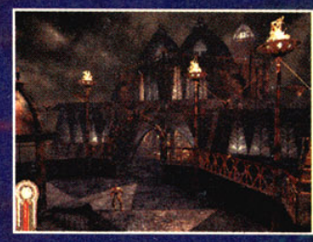
By GT Interactive
Available now

Dark Earth

Win 95 | Mac

The Dark Earth is our Earth 300 years from now—a time when a passing comet has made the sky dark, the air cold and poisonous, and death omnipresent. Explore the remaining cities and learn how to use the last remaining sunlight. Along the way, you must overcome the strange creatures lurking in the night and try to discover the secret of the ancient curse that has punished Earth. Mindscape's so confident in this new title that it's planning a whole series of Dark Earth games. *—Doctor Devon*

By Mindscape
Available First Quarter '97



SEGA GAMES LAND ON THE PC

When Sega joined with Softbank last spring to make games for the PC market, nobody expected the wide range of games that the new joint company, Sega Entertainment, is lining up for release. Sega Entertainment should have something for everybody within the next few months.

The hottest titles will be Sega's familiar arcade games, which will finally hit the PC. Virtua Fighter brings together all eight characters, all their original combos, and some of the fastest two-player martial-arts action ever to take place on a computer. Daytona USA, which like VF is scheduled for pre-Christmas release, showcases the arcade version's four driving views for realistic stock-car action. Also coming are two more racers—Sega Rally Championship and Manx TT SuperBike—and the shooter Virtua Cop, renamed Virtua City P.D.

Virtua Fighter PC

Sonic CD

Saturn and Genesis gamers will also see some of their favorite titles on the PC soon. Making the jump to the PC are the console hits Vectorman, Baku Baku, Panzer Dragoon, Bug!, Sonic CD, Garfield, and World Series Baseball '96.

Bug!

Finally, the most famous Sega character of all, Sonic, will turn teacher in Sonic's Schoolhouse. Learning about math, spelling, and reading won't ever be quite the same again once kids ages 4–9 get instruction from their new 3D classroom pal. *—Coach Kyle*

World Series Baseball '96

Virtua City P.D.

Daytona USA

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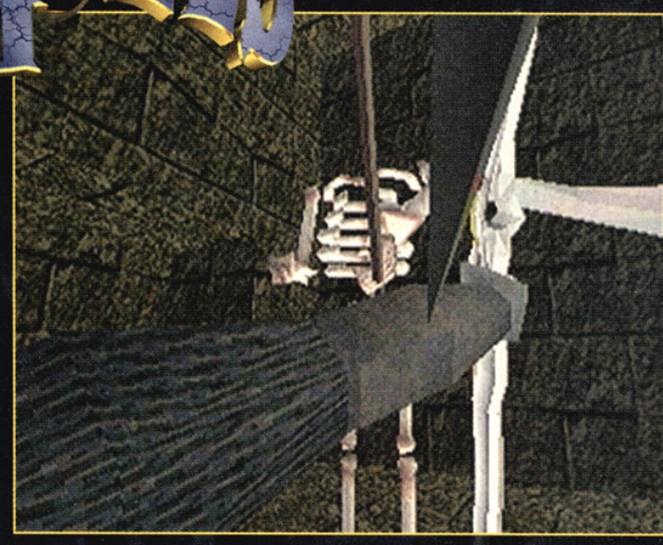
PLAYSTATION

KING'S FIELD II™

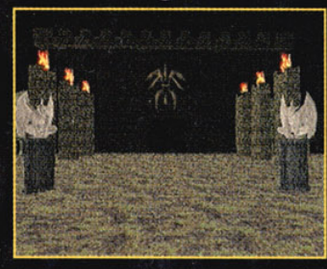
The King Is Back, But His Field Has Changed!



No more Mr. Nice King! He's working for the dark side now! King Alfred, the Holy King of Verdite has fallen victim to the minions of evil as ASCII Entertainment brings in another installment of last winter's hit PlayStation title *King's Field*!

In King's Field II, you will find the same gripping elements you found in the first King's Field, only with even **MORE** of the fantastic elements that addicted you to the original.

An awesome new world lies before you as you embark on your new quest. ASCII obviously put in an incredible amount of work to make this new quest in the kingdom of Verdite as lavish and realistic as possible. This realism stems from the same technology that was used in King's Field I, but this time, you have the entirety of the kingdom to explore!



Outdoors, inside castles, villages, underground passages and dungeons — all combine to make an immense world that will have you immersed within moments.

Make no mistake, this is no ordinary sequel. Numerous upgrades and captivating elements mix with the most addictive points of the original top-selling adventure to bring you the hottest new title to hit the PlayStation this year.

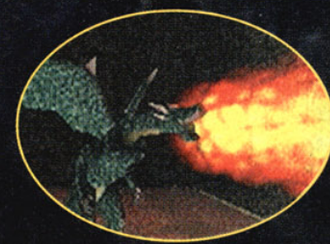
As you may recall from the first King's Field, a 3D texture-mapped, 360° world of larger-than-life enemies lay before you on the monster infested island of Melanat.

Shipwrecked on this island, you were to battle your way through levels upon levels of dungeons and monsters in search of the Moonlight Sword which was stolen from the King's Throne in Verdite (the kingdom on the mainland).

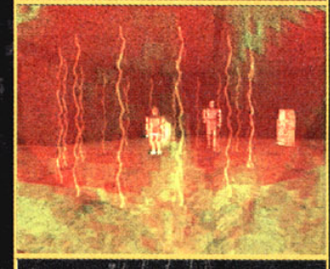
Your character, Alexander, learned magic spells, grew more skilled with his sword, and was able to pick up and equip any weapons, armor, or items found on the island. All of the elements of a winning RPG were packed into a first-person, Action/Adventure outer shell — bringing a very unique game to the genre which held the attention of most everyone. With vast improvements over the first, King's Field II is bound to share the same success story!

One of the most riveting elements of the new quest is that the storyline has been greatly improved upon! I know that a lot of us thought that the first King's Field was plenty deep, but ASCII has gone above and beyond to make this sequel an experience that will draw you deep into the involved plot — disabling you from putting down your controller until every last *Red Eye*, *DragoNewt*, and *Stool* are driven from the kingdom!

You start out the game with an introduction which allows you the chance to find out what has been happening since *Alexander* brought back the Moonlight Sword to the kingdom of Verdite five years ago. A cool intro sequence complete with voice over and full-motion cinematics bring you into the world as the King's son, *Prince Austin Lyle Forester*, a title that should have everyone in the kingdom bowing to kiss your feet. Unfortunately, your father — *King John Alfred Forester I* — has fallen to the will of the evil forces which are attacking your kingdom.



PUBLISHED BY	RELEASE DATE
ASCII Entertainment	Halloween '96
SYSTEM	**THEME**
PlayStation	Action/Adventure RPG
# OF PLAYERS	**SIZE** / **% COMPLETE**
1	CD-ROM / 95%



As you progress through the game to go out and save the world, you will have to talk to all walks of life in the kingdom. Eccentric Monks, irate mothers, indifferent soldiers, even an occasional enraged monster will have a few words for you. Your challenge, of course, is to win the favor of the people so that they will give you the help you need as you try to learn new spells of magic, pass over rivers of lava, and collect threads of power that can sew your kingdom back together.

"It's so addictive, they'll have to cut the power to my house to get me to stop playing!"

— Game Tester

Don't get me wrong, this is no "rocking at home with your crochet needles" game we're talking about! You'll come up against some of the most frightening and powerful enemies since Clash of the Titans!

In addition to the game's storyline, ASCII has also put forth a valiant effort to come up with humorous and stimulating dialog and characters to bring your quest to life. Such characters as *Jack*, a 100+ year old resident of Verdite with a more than stereotypical attitude and a funny senility about him, will bring sparks of humor that you'll enjoy throughout the game! Even a bit of romance enters the quest as the scantily clad elf merchant, *Lyn* — who has held a flame for the prince since childhood — drops hints about her feelings that even a *Golem* could comprehend.

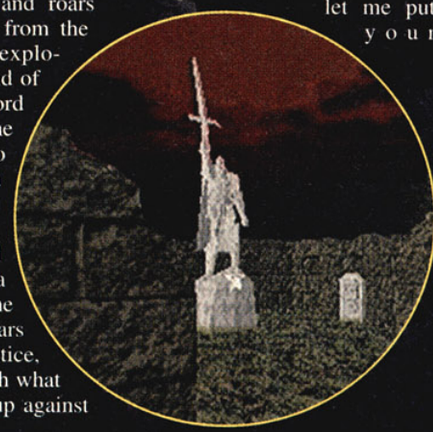
Not to forget about the CD quality sound, of course! King's Field II has a wide selection of accompanying music to entreat your ears as you progress along your journey. Original scores are long enough to not sound repetitive and yet are not so intruding as to distract from the ambiance which they so artfully bring to the game. Other sound effects include terrifying wails, screams, and roars from the afflicted and from the enemy; thunderous explosions, the glorious sound of steel on steel during sword fights; and, of course, the exceptional Stereo effects that were such a notable achievement in the first King's Field! You can actually tell how close you are to a monster by how loud the eerie screeches and roars are — with some practice, you can even distinguish what you're going to come up against around the next bend!

Swordplay...

The fighting technique in King's Field II is slightly different from the original. The enemies have been enhanced to recognize your pattern of attack so that they can turn, block, even parry and thrust to put you quickly into the realm of the dead! What you will have to learn is to circle and then double back while the enemy is distracted. In this way, you will reduce your hits and live longer. As in the first quest, you can always go in for a quick hit, but in King's Field II, you will be less likely to achieve success — the Skeletons, for example, now have the ability to block with a shield, duck under a slash, and stab you while you try to retreat!

In addition, use your magic as a distraction while you go in for a hit. Once you learn some spells, stun the enemy first, then go in for the kill! Enemies can use the same tactics though, so be careful. They also attack in groups, so make sure that you don't get surrounded! Good luck!

With all of the improvements over the original King's Field, you may be worried that ASCII made changes in the intuitive control & easy-to-use pop-up menus. Well, let me put your



Remember me? Shore ya do...it's Leon Shore. Come visit my house whenever you need a friend or a guide.

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Behind The Screams...

While the first King's Field was a phenomenal success, ASCII wasn't satisfied with just putting out a sequel with the same great features that made KF I a hit. So they put their best American team on the project working directly with From Software, Inc. of Japan to make King's Field II the biggest, best, blow out game of the year!

mind at ease. ASCII did leave in some of the already refined elements that made the first King's Field a roaring success. The intuitive control and pop-up menus remain unchanged for the most part. ASCII did, however, add a feature to the "System" menu which allows you to change the default button configuration to anything you want. This feature gives you just that much more control over how your game acts and reacts.

This much anticipated sequel to King's Field would have done incredibly well even without the vast improvements. Just on the promise of the same quality in the beautiful 3D polygon graphics and intensity of gameplay, King's Field II would have been a sell out game! But with improved sound, graphics, and storyline; along with a humongous world to explore, King's Field II is destined to be one of the top sellers this holiday season and well into next year!

I would wish good luck to you, Prince Austin Lyle Forester...but you're gonna' need a lot more than luck to make it through this one!

Inside Edge

King's Field II is immense. Your only hope of exploring the whole thing is to acquire the *Pixy Map* early on in your quest. (It's an automap which maps everywhere you go in the game.) Each village, castle, dungeon, and underground has its own map, so figuring out where you've been is as easy as pulling up your items menu!

To find the *Pixy Map*, you must make your way through *Varde's Forest* (a maze just beyond the castle in the first town). Once you've made it through the maze, you'll receive this map along with another important item.

To receive the *Pixy Map*, you will have to talk to *Varde*, the character that holds it. It is important to speak with every character you come across every time you see them. Characters change what they say after you've visited other villages and villagers, so talk to them often! For reference, your character keeps a log of all conversations automatically.

Behind The SCREAMS

It all started with a wish list. Design and Layout coordinator David "Commander" Silviera and Production overseer, Mark "The Monk" Johnson (doubling as ASCII's video game consultants and game masters) were given the opportunity to make a wish list for everything they wished had been in KF I and everything that could have been better that was already in the game. Combining feedback information from the consumers via the On-line News Groups, registration card information, and their own ideas, they put together a list of upgrades that would make the ultimate game. After presenting the list to From Software, Inc. of Japan, ASCII also added Austin (as in "Prince") Leininger to the ranks of the KF II team to help implement the upgrades and make KF II a smashing success.

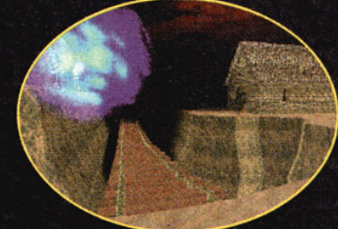
"Rewriting the Japanese script was a blast," quoth Austin. "It was the opportunity to actually create an entire script for a video game only limited by the original story line from Japan."

The improvements over King's Field I include...

- Larger world to explore.
- Outside areas of exploration.
- CD Quality music and sounds.
- Improved character definition and dialog.
- Enhanced storyline and plot.
- More fearsome enemies.
- Enhanced weapons and magics.

And Much, Much MORE!

THE FACE OF THE ENEMY!



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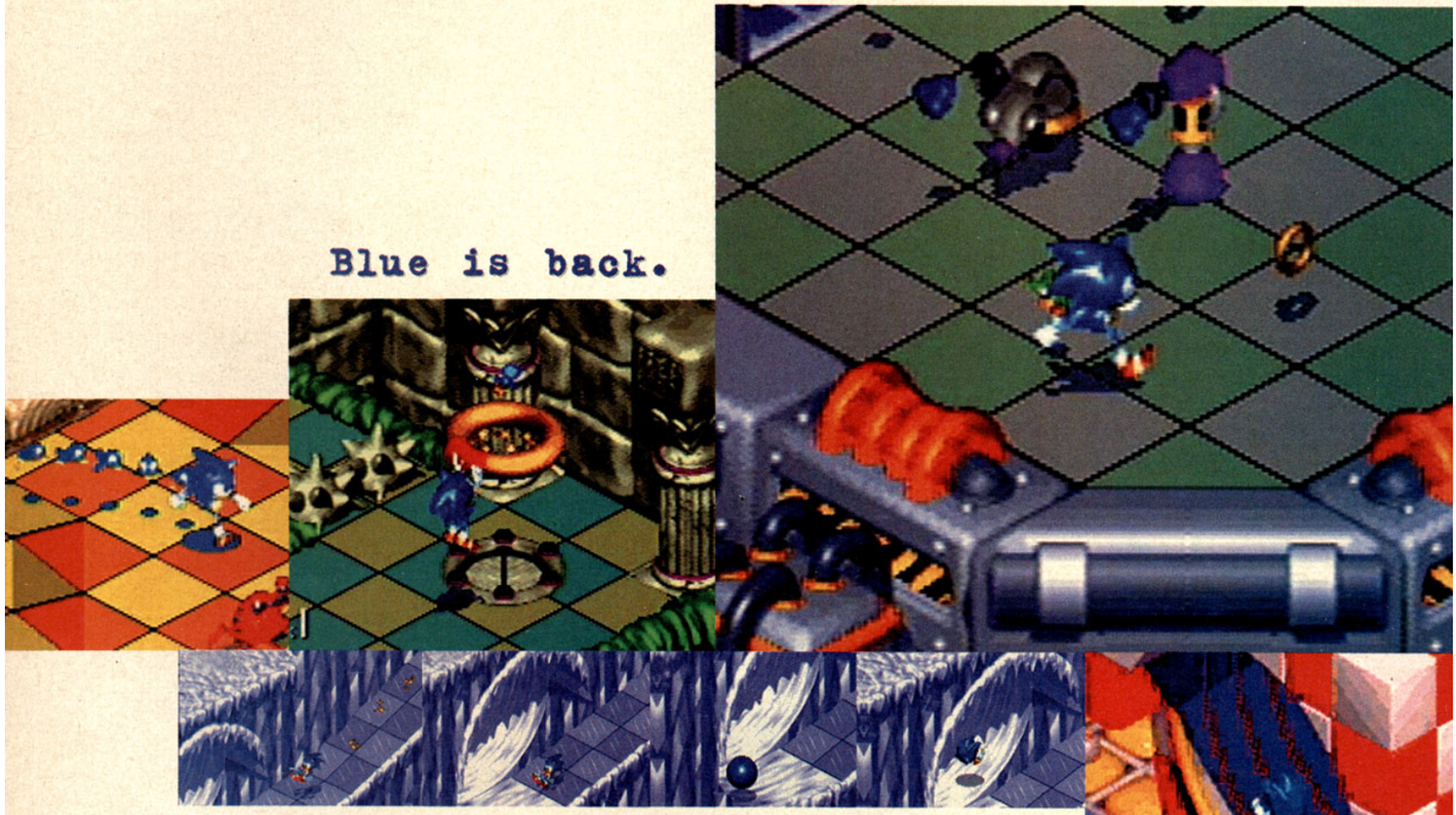
MAKE HASTE.

Blue is back.



SONIC 3D BLAST™

BLUE IS BACK. SONIC'S NEW WORLD IS IN 3D. WHICH MEANS THE LITTLE BLUE GUY HAS A LOT MORE TERRITORY TO COVER THIS TIME. SO PUT IT IN GEAR. THERE ARE FLICKIES TO RESCUE. POWER-UPS TO GRAB. AND MOVES LIKE THE BLAST ATTACK THAT MAKE THIS SONIC THE FASTEST AND WILDEST YOU'VE EVER SEEN.

NEW SONIC GAMES NOW AVAILABLE ON GENESIS, GAME GEAR AND PC.

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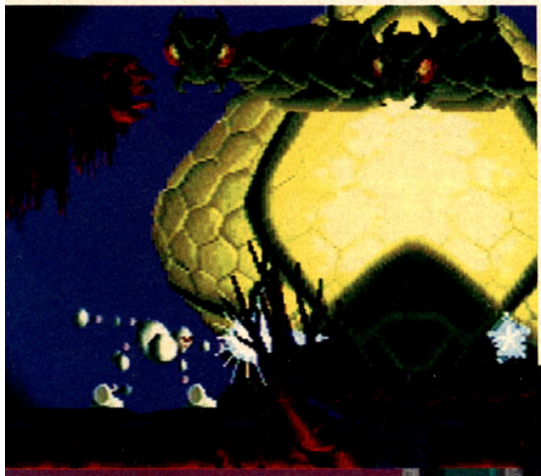
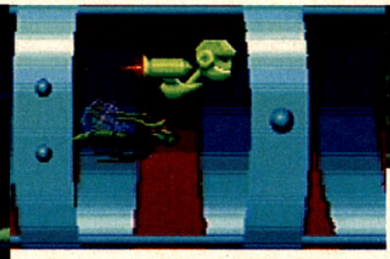
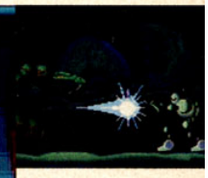
OR MAKE WASTE.



VECTORMAN 2™

With a load of new morphs and the motherlode of new weapons, VectorMan now has even more ways to turn his mutant insect enemies into landfill. Do battle as a scorpion, a giant tick, or a rhino beetle. Or just do a ton of damage with The Fireball, The Boot Blast, or The Overkill. Spare nothing. Shoot everything.





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PROREVIEW

Mortal Kombat Trilogy

(By Williams Entertainment)

By Major Mike

Challenge Level: adj

MATURE M AGES 17+

Price not available
128 megs
Available November

Fighting
2 players
Side view

Replay? HI

Graphics

5.0

Looks just like the arcade version, with fluid character movements, eerie stages, and lots of blood. The fatalities and finishing moves are also excellent translations.

Sound

4.0

The sound effects are arcade-perfect, but the music is too muted and distant—as if it were a cheap imitation of its arcade counterpart.

Control

4.5

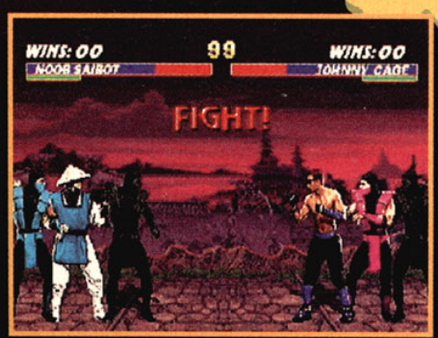
The special moves and combos are simple to pull off with the N64 controller's closely spaced buttons. However, you must do lightning-fast button taps on the standing combos.

Fun Factor

4.5

It's MK—and lots of it. This game should satisfy even the biggest MK junkies. If you aren't a fan there is no better time to become one than with this game.

PROTIP: Now you can uppercut an opponent through the roof up to three times!



One of the many options—a three-on-three Kombat mode!

It just wouldn't be MK without hidden fighters! Meet the latest mystery Kombatant—the female ninja named Khameleon.

This time there are twice as many treasures in Shao Kahn's gallery!

Twenty-six fighters in the biggest MK yet!

Forget UMK3: Mortal Kombat Trilogy is the ultimate Mortal Kombat game. This MK entry has everything any MK lover could want—all the fighters, all the moves, and more. It's the mother of all Mortal Kombats.

All-Star Lineup

Trilogy puts all the fighters from the previous MK games into one lineup, for a total of 26 fighters. Joining the cast are two brand-new fighters, the purple ninja Rain and the hidden fighter Noob Saibot. Using the combo engine from MK3, Trilogy gives each character a standing rapid-button-tap combo. This puts all the fighters on a level playing field, and gives those from earlier entries (like Rayden and Baraka) new life.

Some fighters have been modified with new moves, and some have had moves taken away. For example, the old and new Sub-Zeroes have been combined into one fighter who posesses all the special moves of each. While purists may cry foul, the alterations are generally minor.

Some excellent gameplay additions distinguish Trilogy from earlier MK entries. These include an Aggressor meter which rests in a corner of the screen. As you exchange blows during battle, the word "Aggressor" is slowly spelled out. Once you've fully spelled it out, your character moves faster and inflicts more damage. Ultimately, this rewards players who play offensively. There is also a new finishing move, the Brutality. This is similar to the Ultra Combo finishing move in Killer Instinct, except that you must tap out the move rather than having the computer automatically do it for you. There are also several new Kombat Kodes and fighting stages.

Mortal Mania

However, MK Trilogy doesn't score a flawless victory. There is some slowdown during fights—like when you knock an opponent through the ceiling to the stage above.

So is Trilogy the best MK yet? Yes—due in part to the gigantic scale of the game and more secrets than you can shake Scorpion's spear at. For MK fans, MK Trilogy delivers with all the fighters, secrets, and carnage that made the series the phenomenon it is today. G

There is only one Sub-Zero, but he posesses all the powers of his various incarnations.

In with the Old and New

Nostalgic treats like the pit stage from the first MK game return—with a few "enhancements"...

...while new Kombat zones have been added.

Rain's Pain

PROTIP: For a nasty two-hitter with Rain, hit an opponent with a roundhouse kick (hold ←, tap high kick) that sends them to the opposite of the screen...

...then peg them with an uppercut before they land!

PROTIP: Trilogy has all the Fatalities, Babalities, Animalities, Friendships, and a new finishing move—the Brutality! To do Kitana's Brutality, tap High Punch, Block, High Kick, Block, Low Kick, Block, Low Punch, Block, High Punch, Block.

PROTIP: Use Rain's telekinetic fireball to grab an opponent. Then you can set them up for an uppercut or combo.

PROREVIEW

Star Wars: Shadows of the Empire

(By Nintendo)

By Scary Skywalker

Price not available
64 megs
Available December

Action/adventure
1 player
11 levels

Challenge: Adj Level

KIDS TO ADULTS: KA AGES 6+

Replay? HI

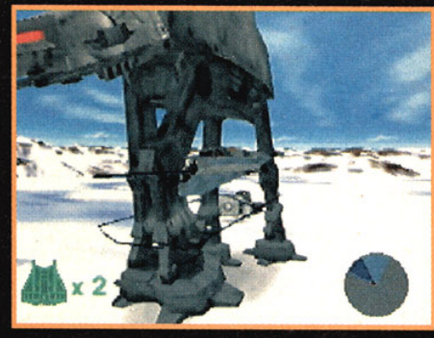
STAR WARS SHADOWS OF THE EMPIRE

The Force is with us once again. LucasArts and Nintendo have completed Star Wars: Shadows of the Empire, and this highly touted early release for the N64 features many of the elements that made the *Star Wars* film trilogy a success—a classic tale of good versus evil, primo sci-fi hardware, weird aliens, and mucho laser blasts. And it presents all this with a stylized charm and sharp, cutting-edge graphics.

However, Shadows is not for everyone. Familiar gameplay, which mostly involves chasing polygonal henchmen and shooting them down (à la Doom, Duke, Quake, et al.), abounds in this game. This is definitely a *Star Wars* fan's dream come true, but action/adventure fans not enamored with the *Star Wars* film universe will find Shadows shadowy.

The 11 levels of Shadows fall into three main categories: flying vehicles, shooting on the run, and shooting while flying. The opening level is a knockout as you begin where the movie *The Empire Strikes Back* began: on the familiar snow-white terrain of the ice planet Hoth. Imperial Walkers threaten the Rebel defenses, so you pilot a snowspeeder and shoot at AT-STs, AT-ATs, and Probe Droids. As in the movie, you also have to take down the elephantine Walkers by launching tow cables and entangling their

Hoth



PROTIP: Loop around the Walkers and release the tow cables as you shoot at their ankles. Keep pressing the tow cable button, because you can fire it as many times as you want to hit the sweet spot.

Control

4.0

Effortless shooting is tempered by sometimes imprecise walking and jumping controls. Turning corners on ledges is especially tricky, as is making chasm jumps.

Graphics

4.5

The crisp polygons are sometimes obscured by murky fog effects. However, there are plenty of familiar, well-rendered Star Wars foes such as Stormtroopers, Wampa monsters, and Probe Droids.

Sound

5.0

Fully orchestrated music, some of which is sampled directly from the Star Wars movies, follows you wherever you go. Even in the murky sewer areas, the moody music heightens the tension.

Fun Factor

4.0

It must be reiterated—if you're a fan of the Star Wars films, this game is for you. Others may want to reserve their N64 money for other titles.

Xizor's Palace

PROTIP: Use Seeker missiles on IG-88 bounty hunters. It's the only way to take them down from double-tiered areas in the palace.

PROTIP: The Red Guards are the toughest to kill. Use the Laser to stun them, then hit them with Seekers. You can also keep shooting them at point-blank range with the laser.

Echo Base

PROTIP: Only Seeker missiles can take out the Wampas. You can also sit back and watch them fight each other.

Asteroid Field

PROTIP: Use your missiles on large groups of fighters, and take on the single fighters ship to ship.

Ord Mantell Junkyard

PROTIP: When riding the train, switch to the behind-the-person view for Dash.

feet. It's as impressive and exciting as the cinematic battle for Hoth.

Next you control Dash Rendar, a mercenary who, on the orders of Princess Leia, is supposed to be guarding Luke Skywalker. You walk, run, and jump Doom-style through corridors, blasting Stormtroopers and other Empire heavies while fulfilling mission objectives like detonating Empire strongholds. You pick up different weapons and helpful items, like Boba Fett's rocket pack, but most of the time you're busy blasting Vader's boys.

There is some variety—you swing a Swoop bike (a Harley for mercenaries) through Mos Eisley, you blast TIE fighters and TIE bombers while avoiding asteroids, and you hop along railroad boxcars through a desolate junkyard with some very familiar junk (like abandoned spacecraft from the trilogy movies) lying around. But for the most part, it's shoot first, think later.

I am one of the biggest *Star Wars* fanatics around. Shadows is a solid performer with dazzling good looks, but not the breakthrough superstar the buzz might have led you to expect. Then again, aspiring Jedis will enjoy feeding their jones with Shadows of the Empire. G

Gall Spaceport

PROTIP: You must time your jumps carefully to make the chasm leaps in the Gall Spaceport. Switch views to first-person, then run and jump.

Mos Eisley

PROTIP: The Swoop is extremely precarious. Instead of just jamming through town, use reverse to slow the Swoop down.

Imperial Freighter Suprosa

PROTIP: Laser fire will temporarily stun Stormtroopers. Use this tactic to get around large groups.

Sewers of Imperial City

PROTIP: Use the jetpack to float above these traps. That way you can see trouble without landing in it.

Skyhook Battle

PROTIP: As in the asteroid field, use the missiles on clusters of fighters. Don't let them get behind you. Switch views so you can track their progress all around the ship.

PREVIEW

Wave Race 64

(By Nintendo)

By Air Hendrix

Challenge Level: Hi

Replay? HI

KIDS TO ADULTS K-A AGES 6+

$64.95
64 megs

Available November

Jet-ski racing

2 players
8 tracks
Multiple views

PROTIP: To perform a flip whenever you bag air, hold Up while you shoot up the ramp (or wave), then hold Down until your jet ski executes a 360-degree flip.

WAVE RACE 64

PROTIP: The key to tight steering is beginning each turn far in advance.

PROTIP: When jumping, be sure to look ahead and line up the next gate so you don't accidentally miss.

PROTIP: In the last track, the tide goes out farther and farther as the race proceeds, so keep an eye out for obstacles that were submerged on the previous lap.

Jet skis may bring to mind mere summer fun at the lake, but Wave Race 64's electrifying action shreds that stereotype. Deep, fiercely competitive gameplay is matched with wild 3D wave action that challenges you to contend with churning surf as well as your opponents.

Gamers choose from four jet skis before getting wet on six tracks loaded with slalom-style gates. The races go down in three tournaments against three CPU opponents, in a time trial, or on stunt courses where you score points for landing tricks. Completing a tournament opens up the next difficulty level—the gates are tougher to hit, the CPU's much tougher to beat—but victory's rewarded with two hidden tracks.

A remarkable racing game, Wave Race is exactly the kind of solid title that will drive the Nintendo 64 to success. G

PROTIP: Missing gates cuts your power, but sometimes it lets you carve a more direct—and thus faster—path to the finish.

PROTIP: As you advance to the higher difficulty levels, split pathways open up on some courses. Watch the CPU opponents to determine the best course.

PROTIP: On extreme corners, pull Down on the joystick as you turn for added cutting power.

Fun Factor

5.0

Even without an ultra-hip hook like Wipeout XL's high-tech sheen, Wave Race's phenomenally fun, addictive jet-ski racing will captivate gamers with in-depth, challenging gameplay. The two-player split-screen action rocks, too.

Graphics

5.0

Wave Race's outstanding visuals showcase the N64's impressive graphical prowess with gorgeous water effects, eye-catching lighting, realistically detailed polygonal sprites, and smoothly flowing animations.

Control

4.5

The simple controls involve merely holding the gas button and steering with the joystick, but these jet skis handle beautifully and with impressive realism. The ability to pull off fancier tricks would've been sweet, though.

Sound

3.0

Sound is the only part of Wave Race that doesn't shine. Despite the respectable engine and water effects, the juvenile music and grating announcer will leave you scowling in irritation.

I WOULD BE HONORED TO BREAK YOUR FACE
Hope you aren't too attached to your nose. Play Street Fighter Alpha 2 for your Super NES® and you have a good chance of having it rearranged. Ryu, Ken and Chun-Li are back along with over a dozen more characters, all spoiling for a fight. Custom Combos, new Super Moves and Alpha Counters give you a fighting chance. Almost. You can bet somethings going to get broken first.
STREET FIGHTER™ ALPHA 2
TEEN
T
AGES 13+
SUPER NINTENDO
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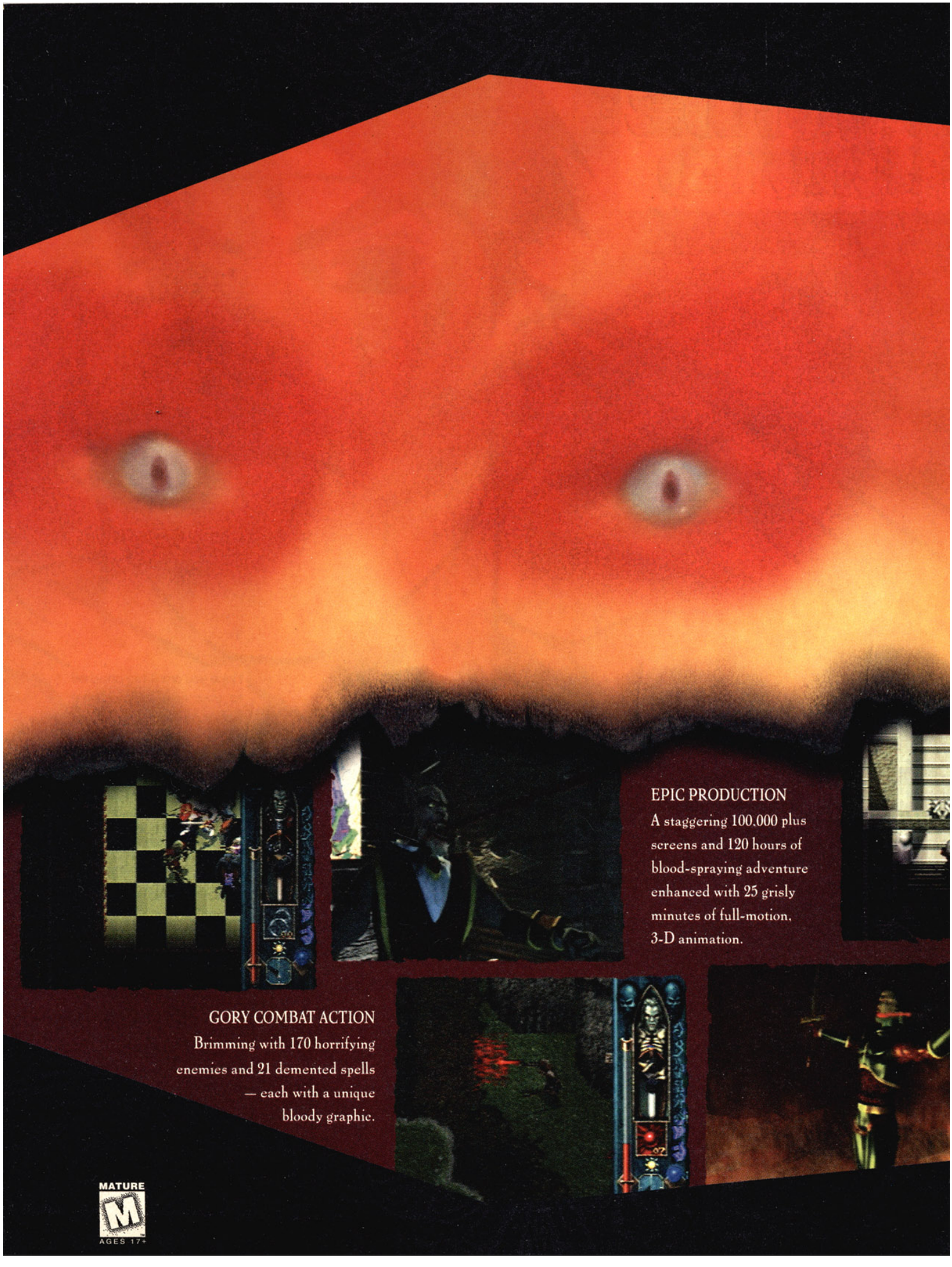
ENTERTAINMENT SYSTEM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A staggering 100,000 plus screens and 120 hours of blood-spraying adventure enhanced with 25 grisly minutes of full-motion, 3-D animation.
GORY COMBAT ACTION
Brimming with 170 horrifying enemies and 21 demented spells — each with a unique bloody graphic.
MATURE
M
AGES 17+

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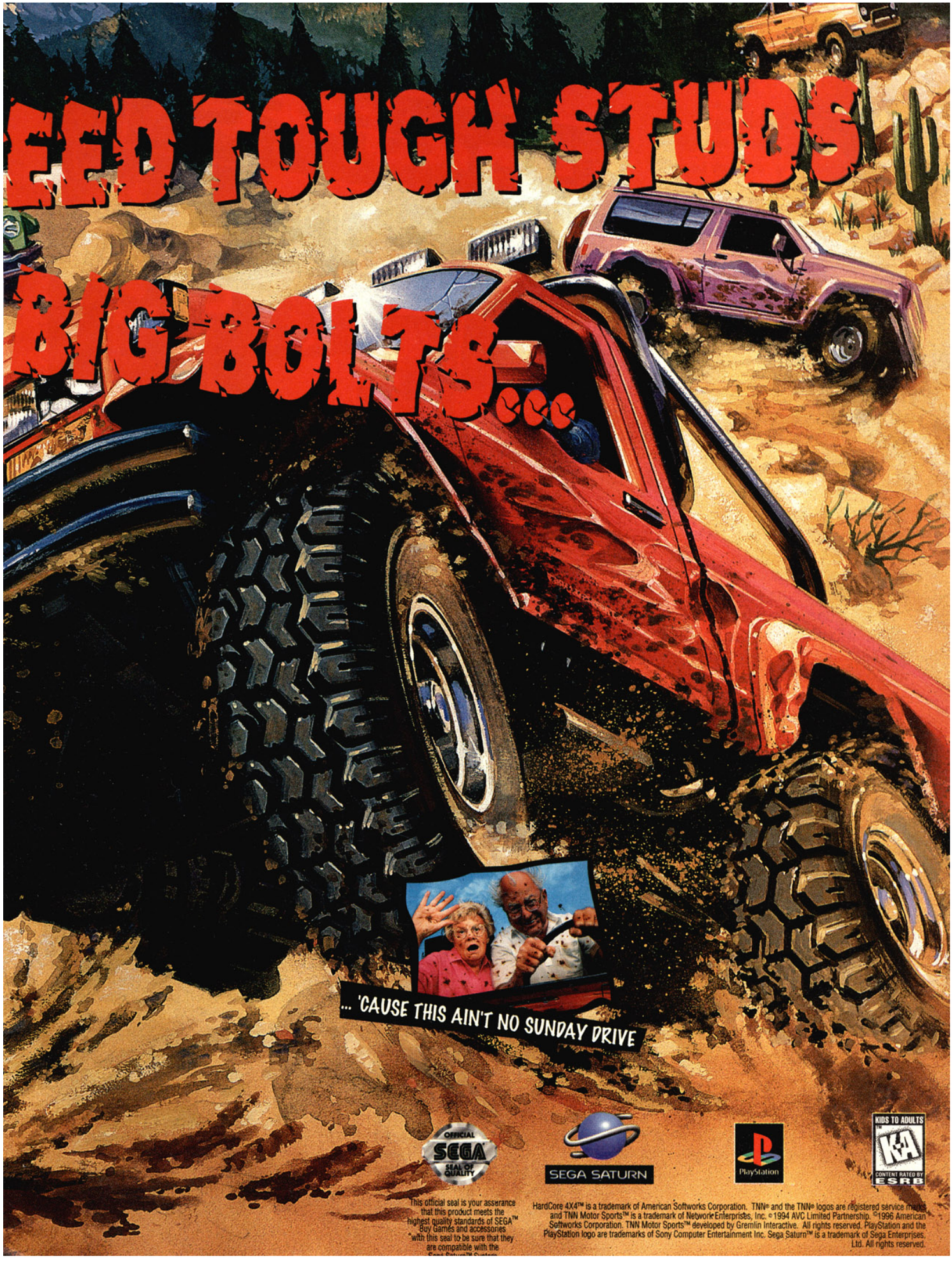
EED TOUGH STUDS
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CONTENT RATED BY ESRB
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PREVIEW

Disruptor

(By Universal Interactive)

By Scary Larry

Price not available
Available November
Corridor shooter

1 player
13 levels
First-person view

Challenge adj Level

TEEN T AGES 13+

Replay? HI

Attention, Doom fans: The following game is another Doom clone. Do not be alarmed. Do not adjust your sets. Sit back and enjoy one of the best-looking corridor shooters for the PlayStation yet. It's fast fun, with few drawbacks.

Smokin' Gun

Disruptor throws you into 10 alien levels where you blast anything that moves. You start the game with a standard pistol, but soon upgrade to more powerful weapons like a Phase Rifle, Lockon Cannon, and more. These guns have enormous firepower, especially the screen-clearing Zodiac, which sends out an energy wave that rains through the air, then ripples across the ground.

Each level has objectives: In some you have to flip switches, while others require you to blow up certain computers. There are no end-level bosses, but the enemies get progressively harder.

Gun Control

Disruptor offers a tremendous amount of challenge—maybe too much. In contrast to other shooters of this type, there is very little ammo to be found. You must make every shot count, and even then you'll often find yourself with no defense except your evasive skills. Adding to the difficulty is the fact you must hit targets dead-center, or the ammo goes flying into the horizon. In other shooters, close is good enough, but not here.

There is another weapon menu for mind skills called Psionics. These range from healing spells to electric blasts. However, they also run out fairly quickly, and recharging them is time-consuming.

Happily, Disruptor uses some of the cleanest, most sophisticated graphics yet seen on the PSX. They're joined by some rippin' explosions and sound effects. Maybe the shortage of ammo will force you to appreciate the beauty of this game. G

Level Two: Old Chemical Factory

PROTIP: Low-level enemies, like these flying insects, should be eliminated with a less powerful weapon, like the 18mm automatic.

Level Three: Rooftops

PROTIP: Do not shoot the droids that look like flying washing machines. They chase you through the level and detonate near you—draining your life bar.

Graphics — 4.5

The clean, rendered levels are amazing! Tons of detail are not marred by slowdown or pixelization; too bad the enemies are bland and repeat throughout the levels. There's also more fog here than at a drag queen festival.

Sound — 5.0

Great explosions and rockin' music fill the levels. The music changes as situations worsen, so you'll know when you're in trouble.

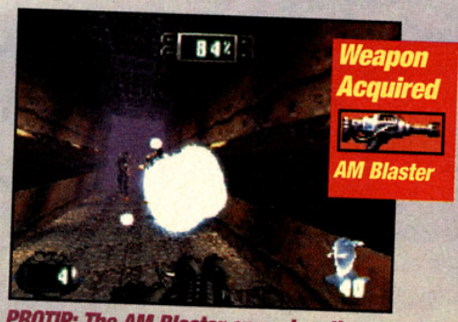
Control — 4.0

The control is fairly smooth, but the weapon switching is troublesome—it lags a little, and there's no way to pause, then change weapons, as in Doom.

Fun Factor — 5.0

Disruptor's a great game with some serious gameplay. Fans of corridor shooters will love it. Beginners may not find themselves up to the challenge at first, but they'll definitely come back for more.

Level Four: Jupiter Station



PROTIP: The AM Blaster spreads a three-way shot, but if you hold the button down, it lets out a powerful, concentrated burst. Shoot when close to an enemy.

Level Five: Moon of Neptune

PROTIP: This is a long level with two significant stages. Blast through the werewolves in the first stage, then drop down and avoid the flying insects in the second part. For enemies toting Lockon Cannons, use a short AM blast, then use Shock.

Level Six: Mars

PROTIP: You start the level without weapons. Although you may find a few scattered throughout the landscape, you must rely on the Psionics to carry you through. Use Blast, then Drain when you run low.

Level Seven: Ice World

PROTIP: Tons of machine gunners are in this level. Use the AM Blaster on them. After the first part of the level, you go into the labs where the tough ice gunners shoot at you with the AM Cyclone.

Level Eight: Mines of Io

PROTIP: The soldiers in this level are easy to dispatch if you shoot them at point-blank range. Store the Phase ammo before using the Repeater.

Level Nine: Reactor

PROTIP: Your only objective in this level is to get out before the reactor explodes. Hit the red switches to add time to the clock.

Level Ten: Space Station

PROTIP: Be careful when entering rooms in this area; many are heavily guarded. Use the Phase Repeater in close quarters.

Level Eleven: Dream Weaver

PROTIP: You find yourself in a weird dreamscape, with only your Psionics as weapons. Wait until your enemies bunch together, then launch the Tera Blast, and detonate it in the middle of the group.

Level Twelve: The Prison

PROTIP: Walk through the prison, grab your weapons from different cells, then blast your way through to the final level.

PLAYSTATION

PREVIEW

Black Dawn
(By Virgin)

By Air Hendrix

Challenge: Adj Level

Replay²: HI

$59.95
Available now

Helicopter shooter | 1 player | 7 levels | 30 missions | 4 views

TEEN T AGES 13+

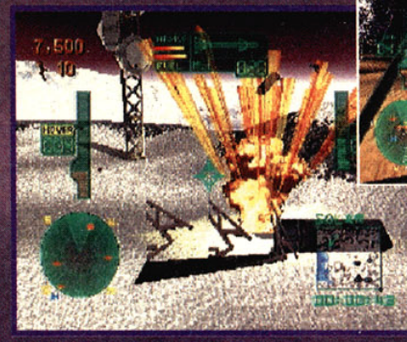
BLACK DAWN

Black Ops, developer of the killer Agile Warrior, returns to the fray with Black Dawn, another outstanding shooter. This time you deal out destruction from the cockpit of a helicopter, but the terrorist threats still crop up from Central Park to Antarctica.

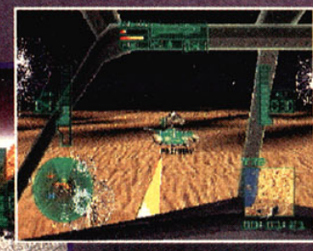
At each site, restoring the peace involves several missions—inserting SEAL teams, demolishing tank squadrons, knocking out radar sites, and more—that must be completed in order. Your well-equipped chopper rises to the occasion with bullets, missiles, rockets, napalm, and even nukes. Power-ups replenish your stores, augment your existing firepower, and even supply you with wingmen that fight by your side.

The learning curve for the controls falls on the steep side, but such tough, diverse levels and comprehensive features are worth a little work. A few flaws aside, Black Dawn is a well-rounded game that delivers riveting, adrenaline-packed combat. G

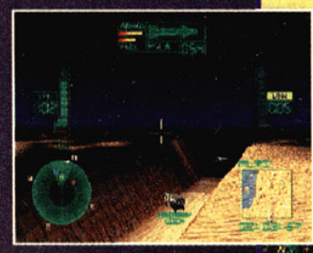
PROTIP: Use the powerful triple-shot gun extensively and reserve missiles for highly mobile targets.



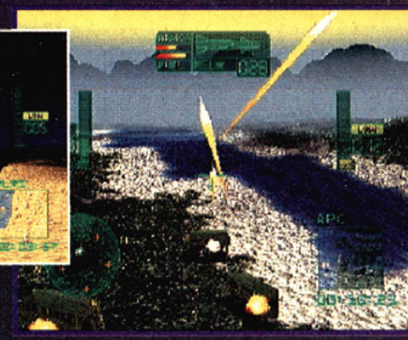
PROTIP: Shoot every building you pass—some of the best power-ups lurk inside harmless structures.



PROTIP: If you're getting hammered by a pack of enemies, jack up the throttle and flee until you collect enough armor to survive the skirmish.



PROTIP: Hug the hills to sneak up on enemies, or launch attacks while sheltered by trees and buildings that absorb incoming fire.



PROTIP: APCs hit back hard, so swoop in fast, launch your missiles, and get out in a hurry.

PROTIP: Launch missiles in pairs—single shots destroy only the wimpy targets.

PROTIP: Landing to rescue hostages or SEAL team members leaves you defenseless, so clear the area of hostile forces before you set down.

Graphics — 4.5

The improvements on Agile Warrior's visuals immediately capture your attention: detailed, eye-catching landscapes and enemies; screen-rocking explosions; and a smooth, fast frame rate. Still, there's way too much fog (which disguises pop-up on the horizon).

Sound — 4.5

Great cockpit chatter keeps you fully briefed on every important detail, though it sometimes grows repetitive. Intense orchestral music and fiery sound effects round out the solid audio.

Fun Factor — 4.5

Black Dawn bristles with challenging, arcade-style gameplay and deep levels. If a lock-on tone is music to your ears, this gripping helicopter shooter will plaster a huge grin across your face.

Control — 4.0

Although these controls are much more accessible than a hardcore flight sim's, they're still complex enough to require mucho practice. Once you master them, you achieve impressively deep control over your chopper, though the throttle remains too twitchy.

Just cause he's a joker doesn't mean he plays with a full deck.

Ante up to Crystal Dynamics' fastest, endorphin-based 3D action game. Your team of fellow speed-mongers includes Nikki, Fargus and Sid – an acrobatic wizard, a slightly twisted jester and his maniacal puppet-on-a-stick. Blur through unbelievably spacious levels of their deranged 3D kingdom while shape-changing into a fire-blasting dragon or raging rhino. Just sit down and get taken for a ride, it's pure rocket fuel.

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Soon Available on PC CD-Rom

PREVIEW

Blood Omen: Legacy of Kain

(By Crystal Dynamics)

By Bro' Buzz

Challenge adv Level

$54.95 | Available November | Action/adventure | 1 player

MATURE M AGES 17+

Replay? MED

Blood Omen: Legacy of Kain

Kain is an unwilling vampire, but he'll still suck your blood!

PROTIP: The Werewolf Form enables you to climb mountains and take more hits with less damage.

PROTIP: Quickly tapping □ fires off combo weapon attacks. The spinning double-axe combo, for example, is great. When facing gangs, move Kain around as you spin.

PROTIP: Bone Armor makes you less noticeable to the Undead. However, it can prevent you from activating door switches.

Stunning cinematics tell a bloody tale of the living dead.

Blood Omen is a horrific, hypnotic game guaranteed to either satisfy your darkest Dracula fantasies...or upset you. This Mature-rated CD is not for kids, the faint-hearted, or the mentally disturbed. The graphics are violent and bloody, and the sounds are slick and sick. Also, as the reluctant vampire, Kain, you suck. In fact, you're an awesome sucker, able to drain hapless victims dry...from two feet away!

The hauntingly compelling storyline triumphs over somewhat plodding action. As you scour a massive medieval world to hunt down the monstrous demon who enslaved your soul, you hack, spell-cast, and drink blood via an overhead view that suffers from jerky screen-scrolling and noticeable data-loading.

You use the simple combat controls execute a classic three-step "Forward-Slash-Runaway" rumba to (barely) defeat the many deadly vampire hunters. At least you can equip yourself with 34 imaginative weapons and spells. You can also shape-shift into a werewolf, a bat, a mist-being, or a human—all with accompanying special abilities.

Overall, Blood Omen emerges as an above-average action/adventure game, with more emphasis on the adventure than the action. It's bloody good vampire fare. G

PROTIP: Save victims chained to the wall as emergency snacks.

PROTIP: Sometimes when you return to the Nine Pillars of Nozgoth, Ariel gives you a clue. Use the Bat Form to get there from anywhere.

PROTIP: Try not to use the Hearts of Darkness; they automatically resurrect you.

Graphics

4.0

Breathtaking story cinematics that are equally gruesome and gorgeous rule the visuals. Nicely painted dark, foreboding backgrounds and interiors juice the overhead-view gameplay. Odd, unpredictable scrolling, however, relegates some fighting to edge-of-the-screen blind dueling.

Fun Factor

4.0

A massive medieval fantasy world and merciless challenge provide hours of horror-filled fun. However, frequent data-loading noticeably dogs the gameplay. Blood Omen's action could be more intense, but this game is still good enough to wake the dead.

Control

3.5

Blood's controls are simple. Single button-presses make both inventory management and vampire shape-shifting a breeze.

Sound

5.0

Sweet weapon clangs, bone-chilling cries for mercy, and icky blood slurping are standouts. Impressive character voices and eerie gothic music add great drama.

STUFF IT.

IN A STOCKING.

MIDWAY Williams

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Perfect Weapon

(By ASC)

By Scary Larry

Challenge adj Level

Price not available

Available November

Action/ adventure

1 player

Multiple views

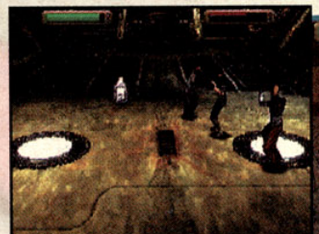
TEEN T AGES 13+

Replay? MED

PERFECT WEAPON

PROTIP: Use leg sweeps constantly. It's a cheap but easy move that works well against small enemies.

PROTIP: If you're caught off-screen, backstep to readjust the camera angle.



PROTIP: When an opponent is stunned, quickly attack another opponent. Taking out a stunned opponent wastes time.

PROTIP: Run past groups of enemies, then turn and fight. Don't let opponents get behind you.

PROTIP: Most levels require you to find an object to help you brave the elements (or your health bar diminishes rapidly). In the first level, find the cold medication on the right side of the level (after you find the radar).

PROTIP: Use the backflip to get out of tight jams. It moves you quickly out of danger, and hits a few opponents on the way.

PROTIP: Running is difficult, so run only through open spaces. Proceed cautiously around nooks and crannies.

In Perfect Weapon, you play as Blake Hunter, a martial-arts champ who's kidnapped and forced to fight for his life on strange, exotic alien worlds. In this Resident Evil-ish action/adventure fighting game, you get to show off a large number of moves and learn new moves and combos as you progress.

It's a great premise, but the gameplay is horrendous. Slow and stodgy, the moves are hard to do (even running is a hit-and-miss chore), and the game mechanics are often frustrating and pointless. A good example is the fighting—when hit, you're sometimes turned sideways, and then are unable to attack. Another annoying problem is that the camera angle constantly changes—even when you're fighting—which can leave you brawling offscreen.

The beautifully rendered enemies are viciously tough. The ramped-up A.I. is too extreme, though, which makes the slow gameplay even more apparent—you'll spend at least two hours getting out of the first level. Add to this the vast enemies you meet versus the minimal power-ups, and you'll think Resident Evil was a cakewalk. This Weapon quickly runs out of ammo. G

Graphics

4.5

The rendered backgrounds are among the most beautiful you'll see this year. Exotic and colorful, they'll amaze you. But the hard-to-see enemies need more definition.

Sound

4.0

With full voice-overs and weird sound effects for the aliens, the sound is almost perfect. But the lack of good music is noticeable throughout the game.

Control

2.0

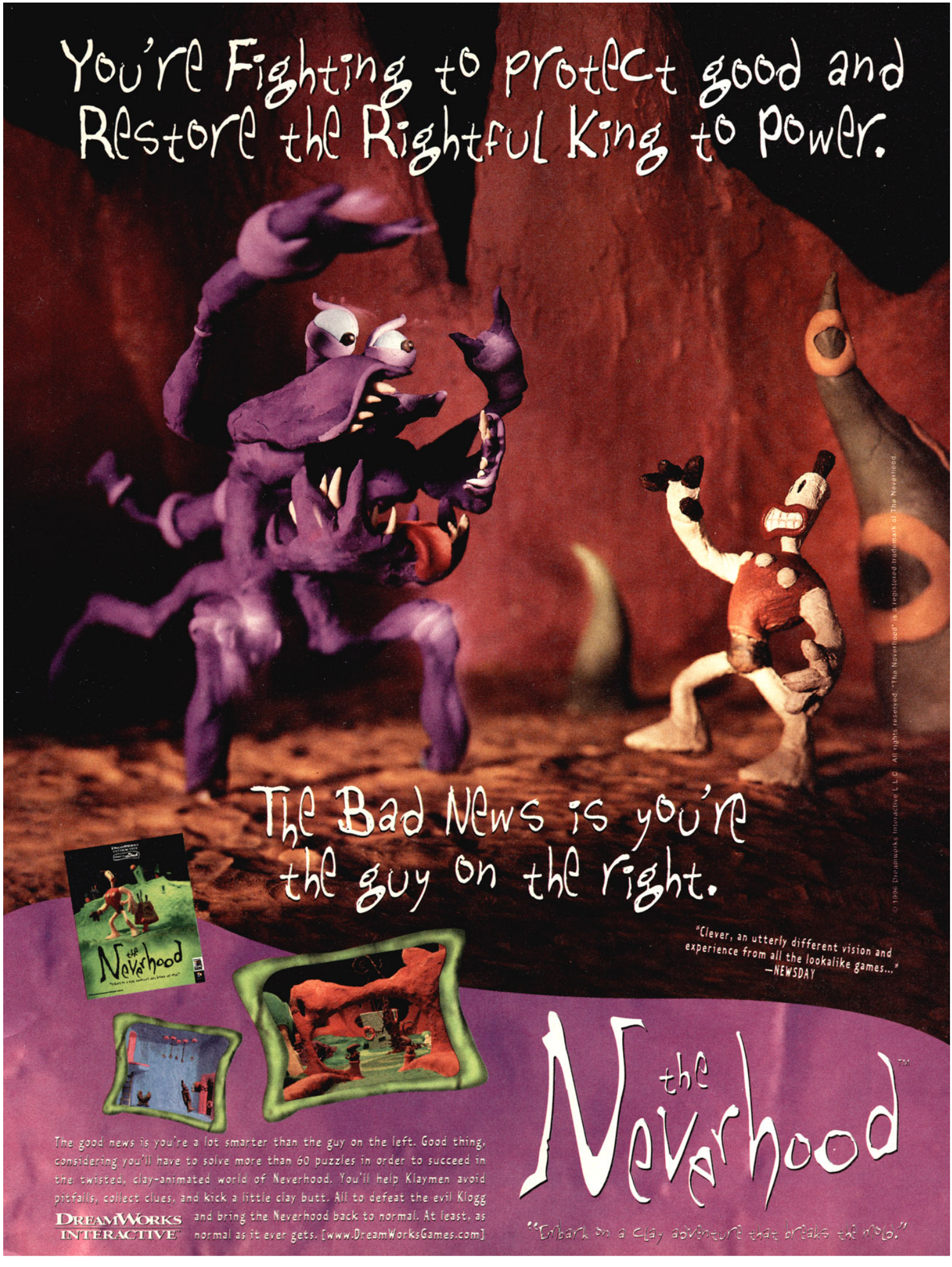
Controlling your character is an exercise in frustration. Most punches miss their mark, and turning to face enemies takes forever. You're often caught between enemies, and are pummeled by one while fighting the other.

Fun Factor

3.0

The game is enjoyable if you are patient. But gamers who thrilled at the eerie intensity and graphical fluidity of Resident Evil will find this weapon is far from perfect.

You're Fighting to protect good and Restore the Rightful King to power.



The Bad News is you're the guy on the right.

"Clever, an utterly different vision and experience from all the lookalike games..."
—NEWSDAY

The good news is you're a lot smarter than the guy on the left. Good thing, considering you'll have to solve more than 60 puzzles in order to succeed in the twisted, clay-animated world of Neverhood. You'll help Klaymen avoid pitfalls, collect clues, and kick a little clay butt. All to defeat the evil Klogg and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.DreamWorksGames.com]

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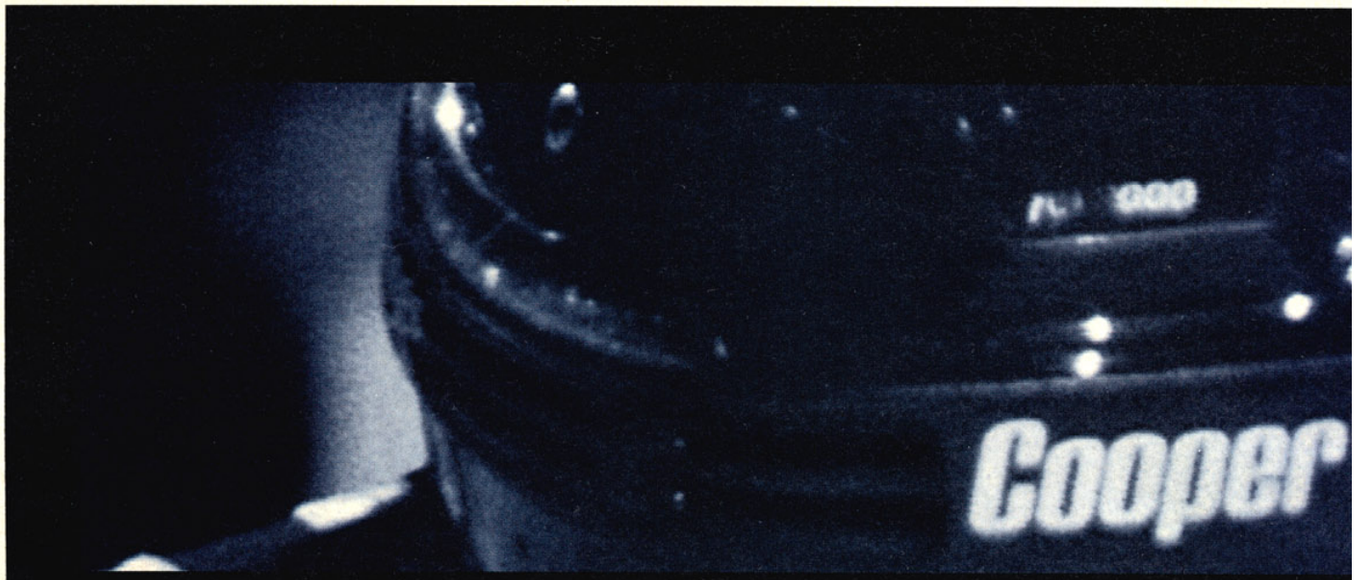

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KIDS TO ADULTS
CONTENT RATED BY ESRB

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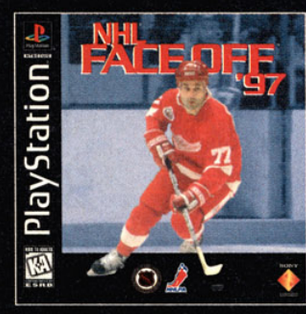
You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing, which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.

PlayStation



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PREVIEW

Time Commando

(By Activision)

By Atomic Dawg

Challenge Int Level

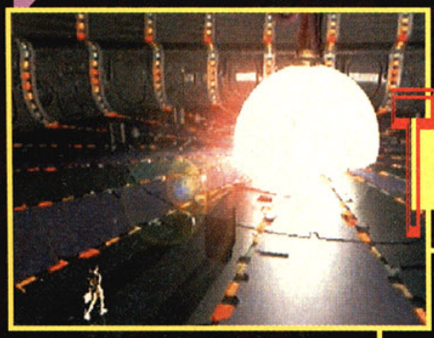
$49.95
Available now

Action/ adventure
9 levels
1 player

TEEN T AGES 13+

Replay? MED

TIME COMMANDO



A powerful computer virus threatens to unravel reality. You must travel through eight historical eras to stop it.

PROTIP: Search suspicious areas immediately. The auto-scrolling screen won't give you a second chance.

PROTIP: Since unarmed combat enables you to kick, in some situations it's more effective than short-range weapons like the dagger.

Time Commando is a good adventure game that sometimes takes too much time to get to the action. As Stanley the Time Commando, you must defeat a virus that threatens to destroy reality from inside a virtual combat supercomputer. You journey through eight historical environments, such as feudal Japan, medieval Europe, and America's Wild West, where virtual foes from each period ambush you.

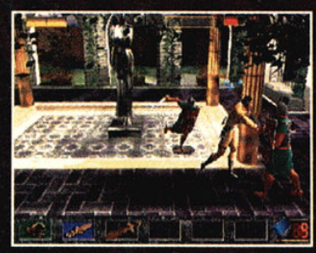
During battles, the intelligently configured controls enable you to launch creative attacks. You can find five weapons in each era, and you can effortlessly fire off combinations, block attacks, and switch weapons.

Commando's polygon-rendered character graphics are sharp and the backgrounds are a knockout, but the animation is sometimes glaringly stiff.

Time Commando's main shortcoming is sluggish overall game speed. Fighting moves are fluid and smooth, but basic moves like jogging or simple turning are slow. The overall effect is to make the game feel slow between fights.

Patient players who don't mind going slow at times will find a good adventure here. Given time, Commando could grow on you. G

Time Commando features some excellent polygon rendering.



Defense is a key part of your combat strategy. You can dodge side to side, step back, and block.

PROTIP: You must use multiple-button-press combination attacks. Your foes can easily defend themselves against single-move attacks.

PROTIP: Jump aside by pressing L2 or R2, and your foe is momentarily open to attack.

Graphics

3.5

The lush cinematics and smooth fighting movements are cool, but the overall visual impact is diminished by pokey, lame-looking basic moves.

Sound

4.0

Succinct effects and unobtrusive background music meld nicely with the action.

Control

4.0

Crisp controls make possible a creative mix of combat moves. You can actually develop a style on both offense and defense.

Fun Factor

3.5

Time Commando is a solid adventure game with a simple yet effective combat system, but it may be too slow for some tastes.

PROTIP: Some power-ups and weapons are hidden, so search behind background objects like bushes and rocks.

PROTIP: Your forward jumps take time to execute. Get the timing down because you need to jump past critical obstacles.

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

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RATING PENDING
RP
CONTENT RATED BY ESRB

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RPG

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Call 1-800-771-3772 for Game Rating Information.

PLAYSTATION

PROREVIEW

Steel Harbinger

(By Mindscape)

By Major Mike

Challenge Level: Int

MATURE M AGES 17+

Price not available

Available November

Action

1 player

¾-overhead view

Replay? MED

STEEL Harbinger

PROTIP: Water can be the deadliest enemy—fall into it and your life bar is emptied in seconds. Be especially careful when jumping between islands.

While far from perfect, Steel Harbinger has some notable qualities which almost make it a top offering in this genre.

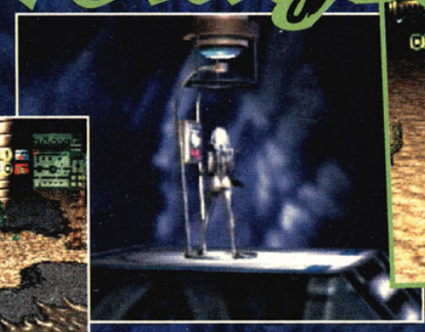
You play as a scantily clad half-human, half-alien who is the only hope for a besieged Earth. The game is a ¾-overhead shooter with the usual elements: weapons, enemies, and mission objectives. For variety, there are also different vehicles (like a hovercraft and tank) you can step into and control.

One of the best things about Harbinger is the huge size of the levels. Set in the rubble of various cities, they can be explored for hours. The enemies range from visually stunning (giant worms) to ridiculous (dogs that shoot laser beams from their heads).

Gameplay is intense, but slowdown frequently creeps in when things get hectic. And the game can be annoyingly difficult: Sometimes you are swarmed by enemies and quickly blasted into oblivion. Laughable full-motion-video sequences serve only to interrupt the action.

Harbinger has some great things going for it, but the distracting videos and gameplay flaws drag it down. It's definitely worth a look, but there are stronger offerings out there. G

PROTIP: The stages are huge. One way to keep track of where you have been is to blast the trees.



Computer-rendered sequences add to the action.

PROTIP: Giant menaces, like the centipede, can be used to your advantage. If one follows you, it destroys anything in its path—including enemy aliens!

PROTIP: In the Las Vegas stage, kill the alien-producing worms quickly: Anything they produce immediately attacks.

PROTIP: Avoid firing shots into the distance and following them for cover; you could accidentally hit one of the human survivors.

Graphics

4.0

The graphics look a little chunky, but the FMV sequences are very clean. The explosions and carnage are on the tame side, though.

Sound

3.5

The music is moody and foreboding, a perfect accompaniment to the bombed-out cities; but the sound effects are weak, with tinny laser blasts and mild explosions.

Control

4.0

Your character is easy enough to master, but jumps are imprecise—especially in areas with small footholds.

Fun Factor

4.0

The enormous levels are fun to explore and at times require you to puzzle your way out.

PROTIP: In the Moonbase stage, destroy the cannon towers by standing directly underneath them, then jumping up and firing. This is easier, and safer, than facing them head-on.

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PLAYSTATION

PREVIEW

Slamscape

(By Viacom New Media)

By Coach Kyle

$54.99
Vehicle shooter
Available now
1 player
4 regions
Behind-the-vehicle view
Passwords

Challenge: adv Level

KIDS TO ADULTS K-A AGES 6+

Replay? HI

Slamscape is a rowdy, turbocharged shooting game aimed at hard rockers. After needles are plunged dramatically into your eyes in the intro, you move into bleak arenas where you fly a wicked hovercraft and fight for your life. Slamscape's not as stunning as Wipeout XL but it has more humor, thanks to imaginative enemies (including big teddy bears that you can't wait to destroy) and an aggressive take-no-prisoners attitude. You've got a solid night of road-rashin', enemy-thrashin' fun ahead of you. G

Control

3.5

Your Slamjet moves quickly but is pretty touchy to control. It takes a lot of practice to be able to shoot accurately while moving.

PROTIP: Enemies aren't vulnerable from all sides; circle around them until you find a weak spot.

Sound

4.5

A great thrash-rock soundtrack propels the action, and the detailed sound effects warn you of changes in the game.

Fun Factor

4.0

The fast fun is held back by the high difficulty. It'll be awhile before you slam out of this 'scape, but the effort will be worth it.

Graphics

3.5

Polygons are used to create nimble adversaries and big landscape features. The explosions are good, the vehicles all move quickly, and the music videos are eye-catching.

slamscape

PROTIP: Take out slow-moving Shreddy Bears by laying minetraps and then leading the bears into them.

PROTIP: Double jump and simultaneously fire your shockaball to take down the annoying flying enemies.

Namco Museum Vol. 2

(By Namco)

By Doctor Devon

$49.95
Available now
Arcade compilation
2 players
6 games

Challenge: int Level

Replay? HI

KIDS TO ADULTS K-A AGES 6+

PROTIP: In Xevious, fight the temptation to drop to the bottom of the screen; there's more maneuvering room in the middle.

NAMCO Museum Vol. 2

If you want to explore video game history, take a tour of this museum. Namco Museum offers the video scholar exhibits, a lounge, and a game room featuring six classic games—Xevious, Mappy, Super Pac-Man, DragonBuster, Grobda, and Gaplus—all with their original graphics and sounds. Super Pac-Man's weak control makes it the biggest disappointment, while DragonBuster's action/adventure swordplay and Grobda's rapid-fire tank shooting hold up the best. These games are far from cutting-edge, but those who enjoy simple, classic gameplay will be entertained. G

Fun Factor

3.5

These six games are simple and old-fashioned, but they hold up, especially for two players. The technology is basic, but the gameplay is timeless.

Control

3.5

As the arcade operator, you get to adjust all the settings for the games. Most games are only one-button affairs, but that's all they really need.

Sound

3.0

The faithful reproduction of familiar music and sound effects will make you smile at first, but you'll probably eventually get annoyed by their simplicity (especially Grobda's scratchy voice).

Graphics

3.0

The new "tour" footage is pretty basic stuff. In the games, sprites and gunshots are often so small they get lost.

PROTIP: In Grobda, immediately get out of the way and run for cover, because all the other tanks quickly target you.

PROTIP: Against the DragonBuster bosses, slash all the enemies they send at you, retreat from their fire, and jump in to hack their throats between enemies.

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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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PlayStation.

Mac OS

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PLAYSTATION

PREVIEW

IMPACT RACING

Impact Racing
(By Acclaim)

By Dr. Zombie

$49.99
Available now
1 player
Driving/action
12 stages
Multiple views

Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

Replay? HI

Racing fans, be warned: Impact Racing is not a driving sim—it's the release of pure aggression on asphalt.

Choose from five super-powered cars and take to the road for fast-paced search-and-destroy action. Each level gives you a time limit and a quota of cars to destroy. Succeed, and you advance and acquire more powerful weaponry. Two views, radar, and a variety of options make this game accessible to all gamers. The scenario is simple, but the gameplay isn't. Watch for it if you're on the road! G

Graphics
4.5

Impact Racing offers smooth animation and slick scrolling backgrounds for intense racing excitement. Clear, sharp graphics and effects such as billowing smoke and explosions add to the appeal.

Control
4.5

The controls are easy to learn, extremely responsive to the onscreen action, and may also be customized to fit individual preferences.

Sound
4.0

A hip, unobtrusive techno-house music soundtrack (à la Wipeout) gives Impact Racing a cool, modern feel. Great tunes for motoring mayhem.

Fun Factor
4.0

Sharp graphics, awesome weapons, and nonstop action make this cavalcade of carnage easy to pick up and fun to play. A variety of tracks would've boosted the Fun Factor even higher.

PROTIP: Lay mines all the way across the track to guarantee that all the cars behind you will hit them.

PROTIP: Sometimes it's more effective to shoot oncoming mines instead of swerving to avoid them.

PROTIP: Accuracy is more important than speed in the bonus stages. Slow down so you don't speed past targeted cars.

STREET RACER

Street Racer
(By Ubi Soft)

By Gideon

$59.95
Available now
1-8 players

Driving combat
24 tracks

Challenge adj Level

Replay? HI

KIDS TO ADULTS K-A AGES 6+

PROTIP: To dodge obstacles quickly, hit turbo and hurtle over sharp corners and clusters of competitors.

PROTIP: Hug the inside of curves to avoid being bumped out.

PROTIP: Use the Micro View during the first few laps on a new track to learn its nuances.

Super Mario Kart fans should check out Ubi Soft's Street Racer, the closest thing to a next-gen version of SMK until that game hits the N64 next year. Mixing sharp cartoon graphics and gameplay with smash-em-up, slapstick racing, Street Racer offers options such as 8 cars, 4 types of driving games, 24 tracks, and a capacity for 8 simultaneous players. Unfortunately, the tracks are too short and the action too cluttered to get any momentum going. The split-screen action is especially frustrating to follow. Take this Racer for a test spin before you buy. G

Graphics
4.0

Sharp, TV cartoon-like graphics, smooth animation, and colorful, detailed backgrounds are a plus; however, the 3D rotations are too frenetic and detract from satisfying gameplay.

Sound
3.5

A solid soundtrack is held back by rather plain sound effects during gameplay. The grinding engine sounds quickly become monotonous.

Control
4.0

Tight, responsive controls help you battle the onscreen chaos. Lag time between your thumbs and the screen is hardly noticeable.

Fun Factor
3.5

Although Street Racer is overloaded with options and features, its gameplay is too erratic to make it a must-buy; however, renters will easily find something that will appeal to them.

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Special Skills:
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Shooting things with gun
Shooting things with D-pad and gun
Shooting things with D-pad and partner
Shooting things with gun and partner
Shooting things with gun in each hand

Interests: Guns, ammo, shooting things

References:
Don Cortese: Deceased
Chuck Brown: Deceased
Barry Polipooey: Deceased

Available for employment starting November '96

For more information or to order SCUD direct, call 1.888.SegaSoft www.segasoft.com SEGASOFT™

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-COMPUTER GAMING WORLD

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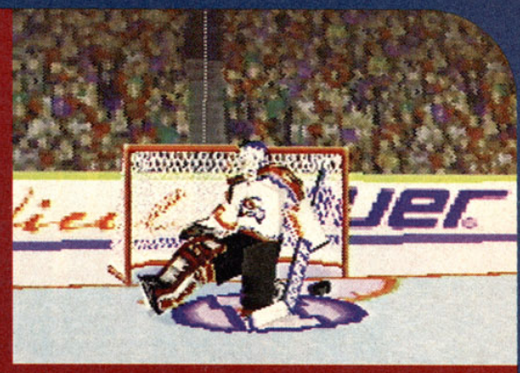

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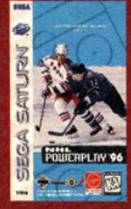

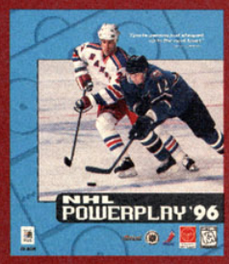

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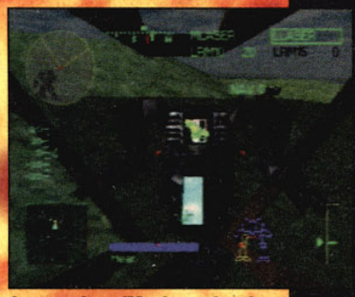

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--DieHard GameFan
"...establishing a new standard in the platform genre."
-Next Generation
BUBSY 3D
AMS007

SATURN

PREVIEW

Fighting Vipers

(By Sega)

By Scary Larry

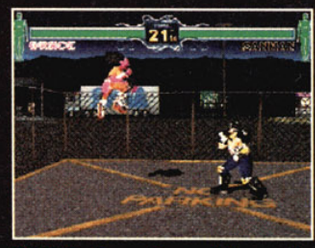
Challenge adj Level

TEEN T AGES 13+

Replay? HI

Price not available	Fighting
Available November	2 players
	Multiple views

PROTIP: Try to trap opponents against the walls. Start with an uppercut, and you can score some powerful hits as they float down.



PROTIP: Jump toward the wall, then immediately press a button; your character will leap off the wall and toward the opponent. You'll score a long-range punch or kick.

Although this arcade game didn't make the splash Virtua Fighter 2 did, it's still one of the better fighting games of the season. Fast and furious (most of the time), Fighting Vipers has just what a beginning brawler needs—easy-to-learn moves, quick, shallow combos, and interesting characters.

You choose from eight fighters, who range from a plucky skateboarder to a guitar-swinging martial artist, all with spectacular and lightning-fast special moves. You fight wearing protective top and bottom armor, which you can lose during a fight. The action takes place within an enclosed ring, though you can blast characters through the ring's barriers with a final explosive move. This leads to

Fun Factor

4.5

Aside from Virtua Fighter 2, this is probably one of the best fighters for the Saturn. It's not too deep, but it is fun. Call it Virtua Fighter Lite, call it Tekken 1.5, call it whatever you want, but don't miss it this Christmas.

Control

4.5

You use three buttons and not much else. Novice players can pick up a controller and play right away, while seasoned Viper vets may find the absence of the joystick unsettling at first.

Graphics

4.0

Although the graphics are mostly smooth, the players are rough around the edges. Cool lighting effects make up for the occasional slowdown.

Sound

4.0

The music's not bad, but it doesn't break any new ground either. The sound effects are infantile, especially Candy's squeals.

Raxel

PROTIP: Raxel is fast and powerful. He uses his guitar to add extra damage to his hits. His sweep is always surprising (tap ↓ G K).

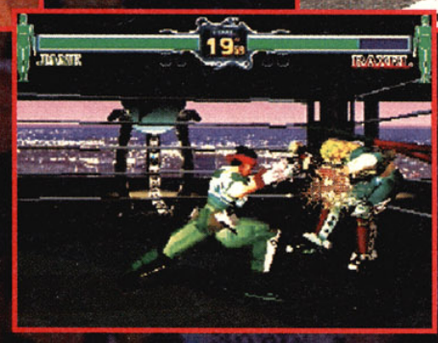
Bahn

PROTIP: Bahn plays a lot like Akira from Virtua Fighter, using body checks and elbows. He also has a wicked uppercut.

Grace

PROTIP: Grace is fast, but not very powerful. The Low Spinning Kick is her best weapon. She also has a Machine-Gun Fast Punch (tap P, P, P, P, P).

Jane



PROTIP: Jane's a tough vet. Be careful of using her Tornado Punch; opponents can see it coming from a mile away.

PROTIP: Hidden characters abound. Play through the game on the normal setting and you can select Mahler. Other characters are trickier to find. You can also find hidden moves (like the Armor Blast) through experimentation.

PROTIP: Always use distance to your advantage. When far away from an opponent, run toward them and punch, kick, or ram into them. These powerful tactics are rarely countered by the computer, and even when blocked they stun.

PROTIP: You can impale opponents on the wall if you're standing in the right place (about a character's length away from the wall). Uppercut them as the last move in the last round.

PROTIP: Some characters can actually climb the walls! Press ↑ and Punch when you're close to (and facing) the wall.

some of the game's finer moments, as opponents go flying through brick, steel, and glass in a shower of destruction.

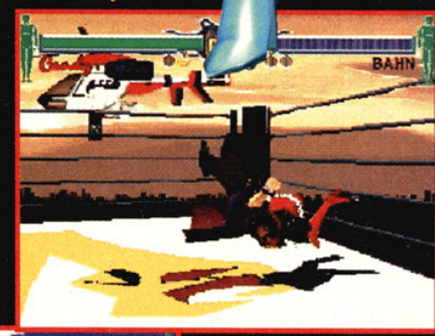
Graphically, the game is a pretty solid port, although the action is occasionally marred by severe slowdown. Otherwise, the characters move fluidly and the moves are performed easily. The backgrounds, although exciting when destroyed, are fairly bland when they're intact.

The sound is a mix of techno and disco. It's familiar stuff and doesn't get too obtrusive, except when you hear the old woman shout "I've fallen and I can't get up!"

Controlwise, the game plays fairly easily. There's a great training mode, which gives you a full move list and allows you to practice against various configurations of your opponent's stance (walking, running, crouching). However, a few moves are intricate, button-and-pad-movement monsters that are too hard to get off against a skilled player.

Fighting Vipers is one of our favorites because it's fast, sexy, and easy. Skilled veterans of Tekken 2 may want something with a little more depth, but this one is still worth a closer look. G

Candy



PROTIP: Candy's uppercut is one of her best moves. She can also throw opponents in midair. Uppercut, then immediately press ↗ to jump toward your opponent. When in close, tap (← G P K).

Sanman

PROTIP: Sanman has a giant swing à la Wolf Hawkfield from VF2. Simply motion ← ↙ ↓ ↘ → and tap Punch. He can also do this to opponents lying on the ground (he must be near their feet).

Tokio

PROTIP: Tokio has some lightning-fast combos. Start with a kick, then quickly follow with four punches, ending with a low kick or backwards somersault.

Picky

PROTIP: Picky is a good close-range fighter. He also has a cool neck-twisting move. Jump toward your opponent and press (↓ and G P K).

Mahler

PROTIP: A brutal fighter, Mahler has a completely devastating combo. Pin opponents near the wall and follow up with punches and kicks.

SATURN

PROREVIEW

Krazy Ivan
(By Psygnosis)

By Comrade Larry

Challenge adj Level

Price not available
Available now
Mech shooter

1 player
First-person perspective

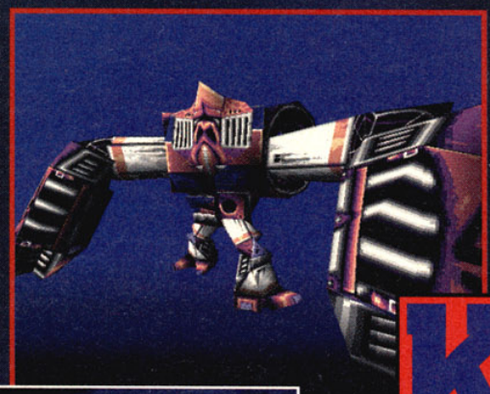
KIDS TO ADULTS KA AGES 6+

Replay? HI

PROTIP: Keep the gunsight down between missions, and blow up the land mines left by the tanks. When you zero in on one, sweep your fire left to right and take them all out.

PROTIP: The trick to staying alive is constant movement. If you're swaying right and left, your enemy will miss you even at point-blank range.

PROTIP: Listen to your comrade's advice in the FMV sequences. They'll tip you off to the boss's weak spots.



PROTIP: Although you can progress in any order, take out the areas with smaller mission objectives (like Riyadh) first.

Krazy Ivan

Based on last year's Sony PlayStation title, Krazy Ivan for the Saturn is an almost-perfect direct port. This mech shooter is an explosively fun game, but it's hobbled by control problems.

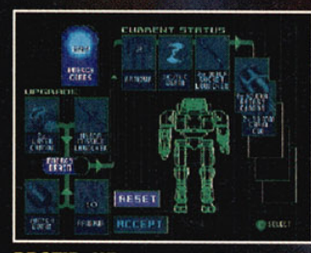
Ivan's gameplay is fast and arcade-like: You get a series of mission objectives (most involve finding other mechs and blasting the scrap out of them), but you're limited in the types of weapons you can use (a machine gun and two types of rockets). In between mechs, you also find a number of tanks and hover-ships you can destroy for power-ups.

The game is filled with huge explosions, ominous enemies, and exciting shoot-em-down action; unfortunately, the klutzy controls (most notably the hard-to-move gunsight) would make Lenin cry. Other flaws include the nondescript backgrounds and a frustrating inability to fly while most of your enemies take to the air with ease.

Although not as sophisticated or serious as Gun Griffon, Krazy Ivan still gives up a good weekend of rental amusement. This Ivan is more bearable than terrible.

PROTIP: Always use your missiles against the mech-bosses first. They're easily replenished between rounds.

PROTIP: Be careful of the icons you pick up. Some screw up your directional pad, and others call in devastating air strikes—against you.



PROTIP: When upgrading weapons, ditch the Scythic Beam and pick up the Vontch Bombs. The Scythic Beam is useless in the later levels.

Fun Factor
4.0

It's thumb-numbing fun—mindless, ruthless, and war-mongering—kind of like the old Soviet Union. Ivan is slightly more Krazy than it is klutzy, and you get to blow lots of stuff up...and that's certainly appealing to most gamers.

Control
3.0

Moving your mech is problematic, especially when the tanks come rolling toward you. It's also a pain in the buttski to move the gunsight, which leaves you wide open to enemy gunfire.

Graphics
3.5

Dark, and with plenty of breakup, the graphics are not this game's strong point. Also, the enemies tend to dissolve into the backgrounds.

Sound
4.0

Speaker-rocking explosions and ear-splitting gunfire enhance the Krazy gameplay. The music, however, is strictly for Soviet bloc-heads.

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GAMEPRO

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Final Doom ProStrategy Guide	All / Some / None	5	4	3	2	1
The Fighter's Edge: Street Fighter Alpha 2	All / Some / None	5	4	3	2	1
SWATPro	All / Some / None	5	4	3	2	1

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1296

IMPACT RACING

Impact Racing
(By Acclaim)

By Johnny Ballgame

$49.99
Available now
Racing
1 player
12 tracks
Multiple views

Challenge: adj Level

KIDS TO ADULTS AGES 6+

Replay? MED

Graphics
4.0
You race on unique, smooth-scrolling tracks with burning cars and power-ups sprawled along the roadside. The outer space backgrounds are so interesting to look at that they might distract you from your mission.

Fun Factor
4.0
Despite the control flaws, this game is still too easy. Nonetheless, Impact Racing is definitely a top-notch rental when you want to blow off steam and blow away bad guys.

Sound
3.5
Rave-like techno music gets your blood pumping, but the explosions and gunfire should've been more amplified.

Control
3.5
You use lots of buttons, which isn't always good. Each weapon has a different button, and the pad layout makes it difficult to maintain top speed and simultaneously keep your finger on the weapons triggers.

If you've ever played a racing sim and wished you could blow your opponent up rather than merely passing him, then Impact Racing is your dream come true. Driving one of five high-powered cars, armed only with lasers and mines at the start, you maliciously speed your way through 12 tracks of mayhem. Along the road to victory you'll find bonus tracks where you can upgrade your arsenal with concussion missiles, fireballs, heatseekers, and smart bombs. G

PROTIP: If you run out of time but you're close to the checkpoint, wait for a car to come from behind, move into its path, and hope it bumps you across the line.

PROTIP: If you fail to get a new weapon in the bonus round, go back to your saved game and start the level over rather than moving on without it.

PROTIP: When you pass smoking cars, drop mines to finish them off.

Highway 2000
(By Natsume)

By Johnny Ballgame

Price not available
Available November
Racing

2 players
5 tracks
Multiple views

Challenge: adj Level

Replay? LO

KIDS TO ADULTS AGES 6+

PROTIP: The map at the top of the screen shows only the first-place driver's position. Don't let his lead overwhelm you; concentrate on passing one car at a time.

Highway 2000

PROTIP: If you come out of a turn and you're still sliding, release the gas button until you regain control.

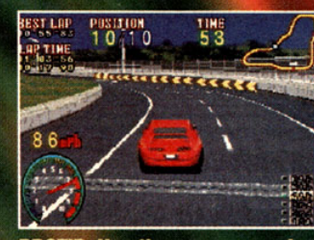
Graphics
2.5
Highways have never been known for great scenery, just a lot of concrete, and that's pretty much all you'll witness as you speed through these uninspired courses.

Sound
2.0
The annoying pop-Muzak playing in the background, and the incessant screeching of your tires, will drive you nuts.

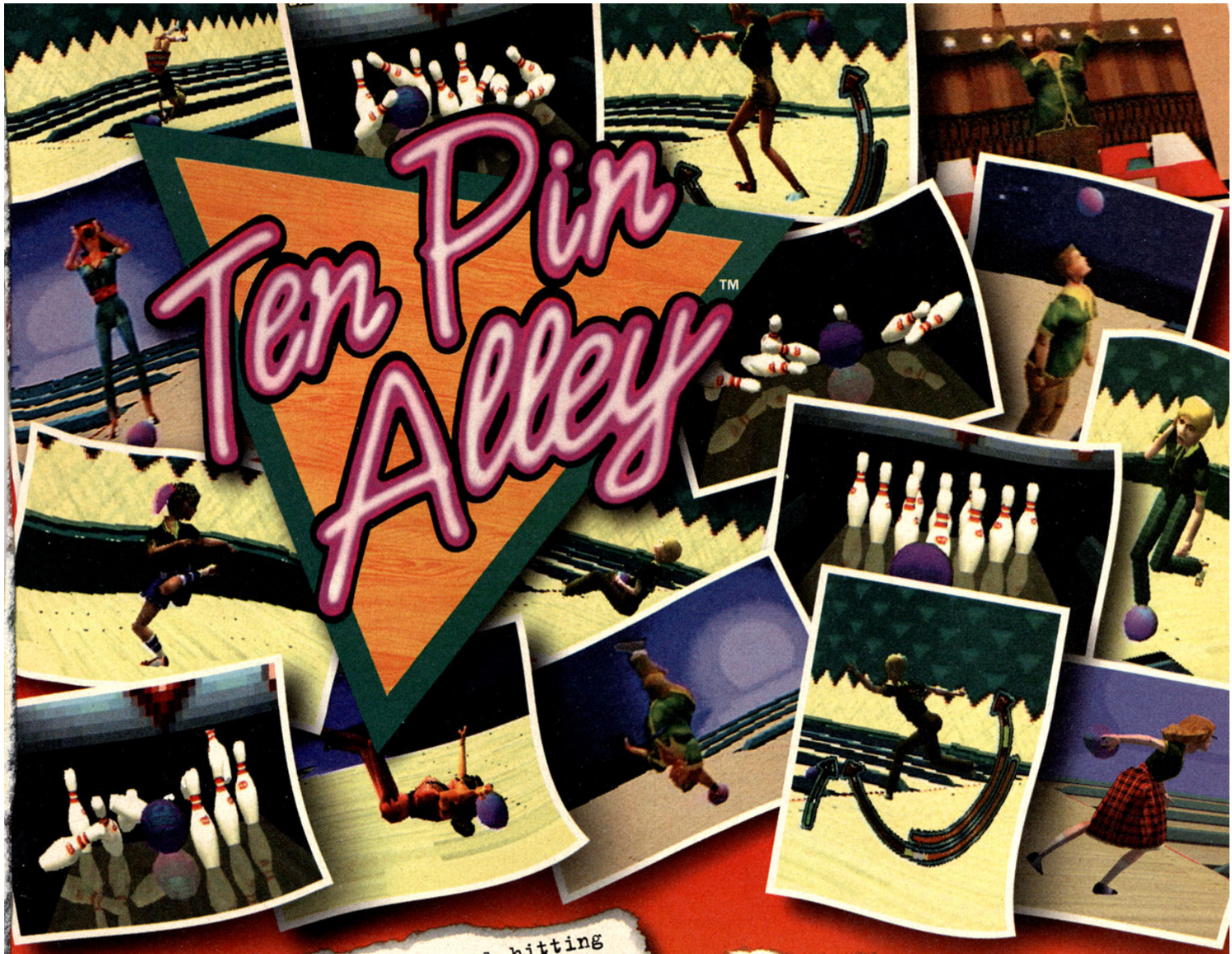
Control
2.5
The four-wheel power slides are both out of control and over the top. If you tap the brake even a little while going around a turn, you'll regret it for the next mile.

Fun Factor
2.0
Highway 2000 is the worst-performing racing game in recent memory. Saturn fans of the genre should stick to Daytona for driving fun.

Highway 2000 is a lame racing game with options that run out of gas at the starting line. You have only three cars to choose from, and only five mediocre courses on which to race. One of the biggest problems is the lack of control: Whenever you take a turn, you power slide for a ridiculously long time. Another problem is the weak challenge: Even though your opponents start almost half a lap ahead of you, you'll easily pass them all and take first place. This Highway should be closed for repairs. G



PROTIP: Use the camera angle farthest from the car to get the best view of the road ahead.



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Developed by Adrenalin Entertainment

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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VF Kids

By Scary Larry

Here's a good idea that really didn't need a separate game. VF Kids takes one of the best fighting games ever and gives it the Japanese SD (for Super Deformed) treatment—big heads. This kiddie-fying of Virtua Fighter 2 looks funny and

PROTIP: Don't rely on long-range moves, like Lion's Sweep. Engage in close-range hand-to-hand combat.

plays well, but it should have been a code in the original VF2.

The graphics are sharp but small. Clean movement and speedy gameplay enhance the fun, but the stunted characters make some moves fall short of the mark.

The sound has also been juvenilized, and the only groups this will really appeal to are hardcore VF fanatics and mothers. This clean, safe, gimmicky version of Virtua Fighter is amusing but unnecessary.

Refer to GamePro's special edition of "The Fighter's Edge" for a complete VF2 move list.

VF Kids by Sega

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	3.0	3.5	INT (Intermediate)

$59.95
Available now
Fighting
2 players

Side view
Replay value: High
ESRB rating: Kids to Adults

Robo Pit

By Scary Larry

Robo Pit's a great game that consumers are bound to overlooked this holiday. Robo Pit lets you build a robot fighter with such accoutrements as shotguns, maces, and lances. You then have your warrior fight the computer or another player.

The game's big problem may be its adolescent interface. The

PROTIP: At the beginning, try to use a long-range weapon like the shotgun. It's good for blasting opponents before they know what hit 'em.

PROTIP: Use the environments to your advantage. Hide behind obstacles, and stop opponents cold by flanking them.

robots are too cute, and that's the last thing you need when shotgunning an opponent. The sounds are also very young.

However, the two-player mode is undeniably fun and fast, the graphics are clean, and the game grows on you. As you get better, your weapons become deadlier, and the game picks up. Robo Pit could be a contender.

Robo Pit by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	INT (Intermediate)

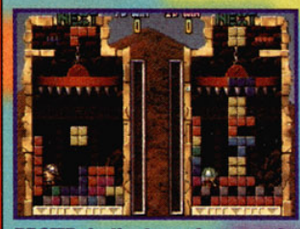
Price not available
Available now
Fighting
2 players

Replay value: High
ESRB rating: Kids to Adults

Tetris Plus

By Scary Larry

Here's another member of the Tetris family (adding to a list including Tetris Attack and the soon-to-be-released Tetris Sphere), but this one is pretty bland and unexciting. It doesn't



PROTIP: In the two-player mode, get to the bottom quickly. If you can't make it, strand your explorer in a valley of blocks.

add any interesting new elements, nor does it greatly expand upon the original game. You simply play Tetris while trying to keep a small, cartoony explorer from being ground to death by overhead spikes. As you build levels, the explorer climbs higher. It won't be long, though, before you simply don't care anymore.

The uninspired graphics are childish. The explorer is poorly illustrated, and the game chugs

PROTIP: Clear the bottom level to win. Don't stack the blocks too high.

along without great explosions or even a sense of doom.

This is a poor addition to the Tetris library, making Tetris Plus a minus in many ways.

Tetris Plus by Jaleco

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	3.0	3.0	INT (Intermediate)

$59.95
Available now
Puzzle
2 players

Replay value: Low
ESRB rating: Kids to Adults

Battle Monsters

By Scary Larry

This fighting game doesn't even deserve coverage—but someone has to tell you how bad this piece of garbage is. Battle Monsters is worse than Rise of the Robots, another Acclaim Hall of Shame member. You'll want to get into a real fight rather than play this sluggish fighter.

The cheesy graphics are one-dimensional—you'll see better artwork on subway walls. The sounds are comical—one fighter makes noises that sound like the result of too much chili. Special moves are anything but, and juggles are erratic.

This game has nothing to commend it—don't even rent it. Let this review stand as a warning: Battle Monsters is really scary, in a very bad way.

PROTIP: Keep the battle in the middle of the screen. The foreground interferes greatly with the fighting.

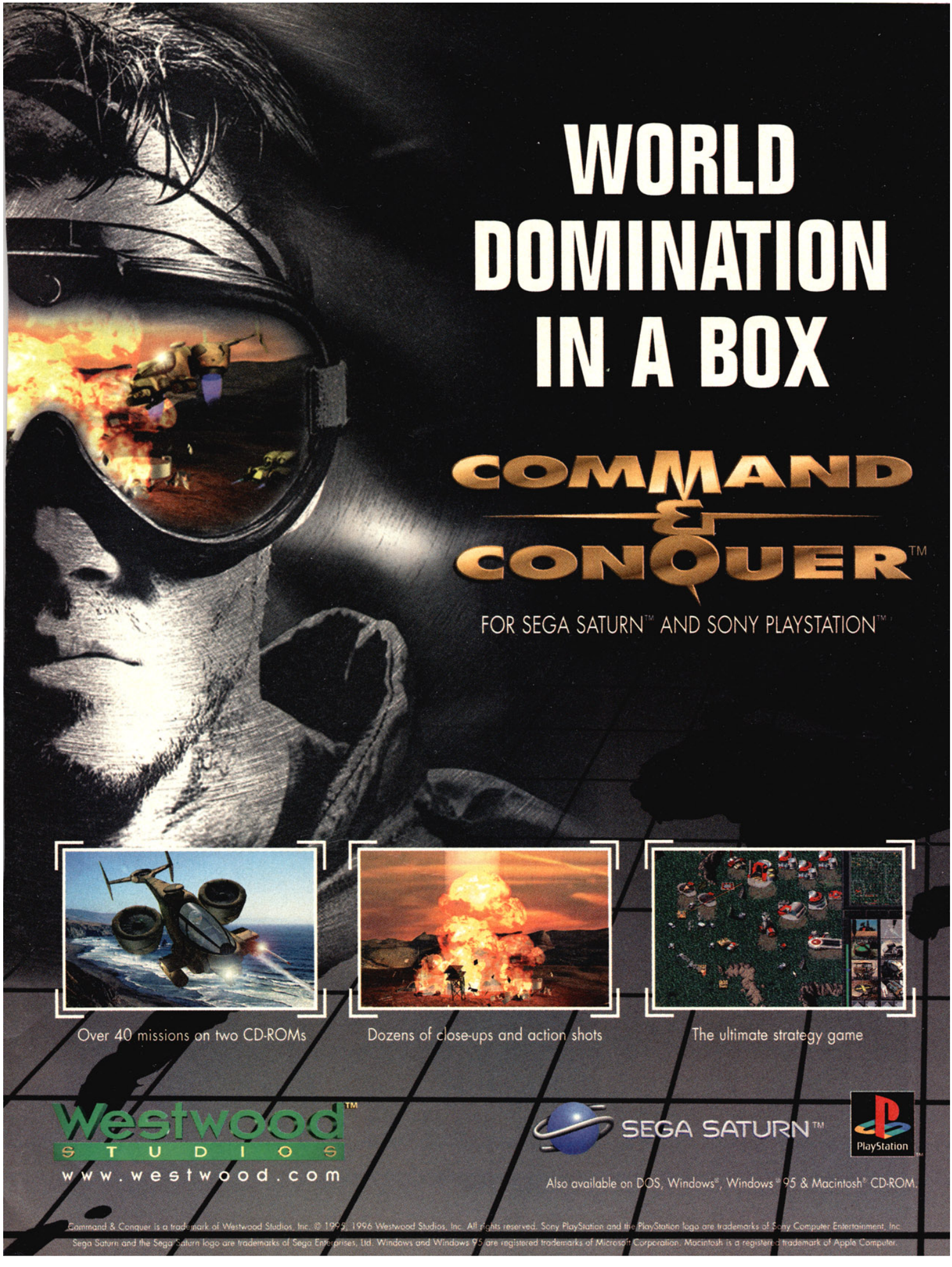
PROTIP: Try fireball and dragon punch moves, along with random button taps.

Battle Monsters by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
2.0	1.0	2.0	1.0	INT (Intermediate)

Price not available
Available now
Fighting
2 players

Replay value: Low
ESRB rating: Kids to Adults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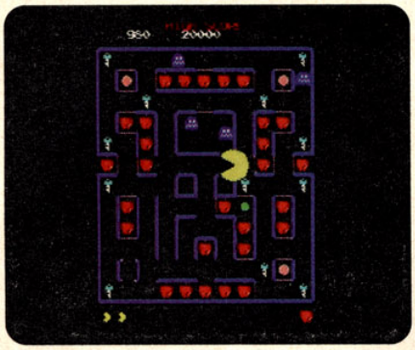

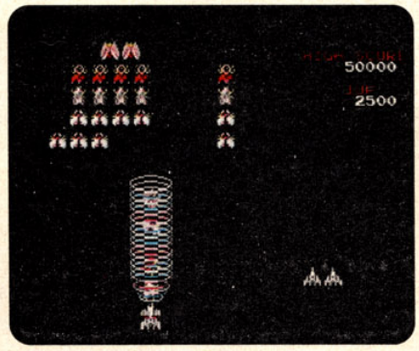

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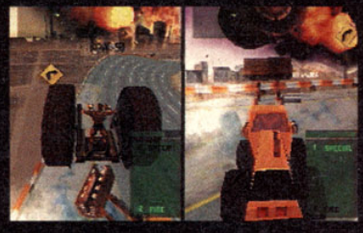

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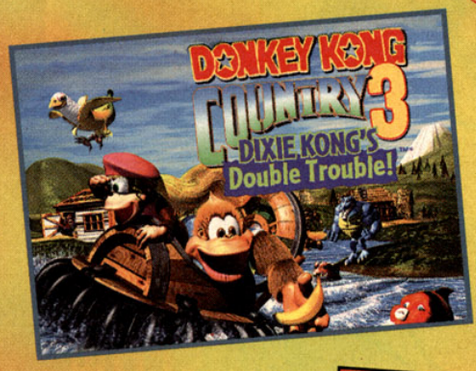
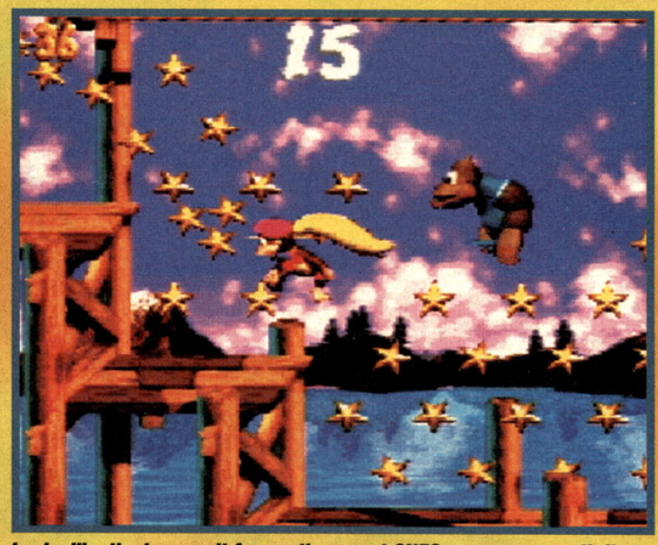
Donkey Kong Country 3: Dixie Kong's Double Trouble

Super NES Preview

By Captain Cameron

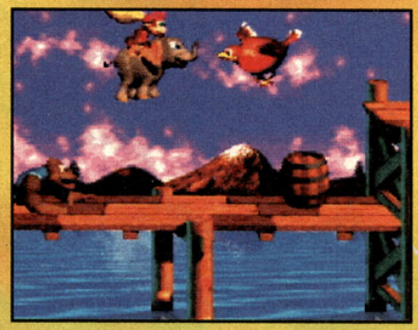


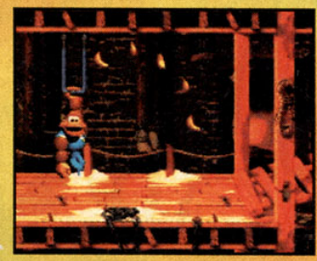


Looks like the long wait for another great SNES game was worth it. DKC3 is about to check in with 32 megs of beautiful graphics, fun-if-familiar gameplay, and a host of inventive characters.

KOOKY KHARACTERS

MONKEY BUSINESS





As in previous DKC games, you side-scroll through huge worlds, each of which has five zones, a store for new items, a Swanky's Sideshow bonus game, a save cave, and a boss. The one- or two-player hop-n-bop gameplay is tons o' familiar fun: As Dixie and Kiddy (a portly infant who can bust through floors) try to rescue Donkey and Diddy from Kaos, they encounter a new baby elephant, which they can ride like Rambi the rhino from the earlier games. The elephant squirts water from his trunk, and he sucks barrels toward himself for use as weapons.

SUPER SOUNDS

Not only is the music entertaining, but it continually changes to match specific characters. For instance, when Wrinkly plays the N64, you can identify her game by the music. The rich sound effects provide dense layers of sonic sensations.

Boss Alert!

Belcha, barrel boss of the first world

Arich, spider boss of the second world

Developed by Rare Ltd.
Published by Nintendo
Available November

80% COMPLETE

GORGEOUS GRAPHICS

The graphics are just as stunning as you'd expect. Rare Ltd. has outdone itself with vivid colors, beautiful backgrounds suitable for framing (check out the underwater scenery shown here in Bazza's Blockade), mobile characters, and humorous details (watch the baby elephant when he sees a rat in Murky Mill). The maps are gorgeous, and the dialogue scenes are worth studying (Wrinkly Kong plays an N64 in one background).

Genesis ProReview

ULTIMATE MORTAL KOMBAT 3

Ultimate Mortal Kombat 3
(By Williams)

By Bruised Lee

Price not available
32 megs
Available now

Fighting
2 players
Side view

Replay? HI

Challenge adj Level

MATURE M AGES 17+

The 23 fighters and one hidden character add up to the biggest fighting game in Genesis history.

Ultimate Mortal Kombat 3 adds new moves and fighters to the MK3 lineup, but it's pretty much the same MK fighting you've seen before.

The Kombatants are familiar. With the exception of Sheeva, the entire MK3 bunch is back. The UMK3 cast includes Scorpion, Jade, Kitana, Reptile, classic Sub-Zero, Ermac, and Mileena. In addition, Rain and Noob Saibot are selectable, with one slot left for a hidden fighter.

The UMK3 lineup offers plenty of moves and combos, but most of the returning MK3 fighters' moves are unchanged. Even the combo system remains the same. With nothing new to learn, MK pros will soon find the moves tiresome.

New features that add freshness to UMK3 are the tournament mode, additional Vs. codes, and Brutality finishing moves where you beat your opponents senseless until they explode. Mortal Kombat fans looking for a quick fix should enjoy UMK3, and players new to MK will find this game a treat. If you're looking for a new fighting game experience, however, you'll have to wait for MK4. ■

When performing Brutalities, your fighter delivers several moves at lightning speed with explosive results.

Hard-Hitting Two-Hit Juggle

Almost every character has a small two-hit juggle that inflicts a ton of damage. Here is Kano's.

Jump in deep with a kick. While your enemy is still in the air...

...motion ↓ ↘ → and High Punch for the Blade Swipe.

PROTIP: To play as Human Smoke, first pick Smoke. Hold Left as Player One or Right as Player Two, and hold High Punch, Run, High Kick, and Block until the match starts.

PROTIP: Fighters can score an extra hit on a combo by first jumping in with a punch.

Control

4.0

The six-button controller is the only way to go. With a little practice and timing, you can easily juggle-combo your way to victory.

Graphics

4.0

UMK3's sharp colors are good for a 16-bit game. The characters are clean-looking, and smooth animations help support their movement.

Fun Factor

3.5

The added tournament mode makes for fun if you're playing with friends. Unfortunately, the new fighters don't rejuvenate the overworked combo system.

Sound

2.5

Sore throats could explain why every Kombatant's voice sounds scratchy, but trying to pass off the clanky sounds as music is a little harder to swallow.

Vectorman 2
(By Sega)

Genesis ProReview

By Scary Larry

Replay? HI

Challenge adj Level

Price not available
32 megs
Available November
Action/adventure

1 player
Side view
Multiscrolling

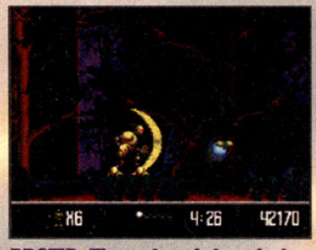
KIDS TO ADULTS KA AGES 6+

VECTORMAN 2

For those faithful fans who have seen their Genesis go from trusty to dusty, get ready: Vectorman is back in town, and this ball of fun just got better!

Vector Victorious!

This sequel to the sleeper hit from last year is better than its predecessor in many respects. V2 has cleaner graphics, more sound and voice effects, and faster, smoother gameplay. Add to this spectacular and complex levels, and you have the makings of a Sega classic.



PROTIP: These tough tree bats are hard to kill, but they yield short-term shields.

Rendered, next-gen graphics (all the rage these days) are incorporated into this 16-bit title. Minor touches, like better light-sourcing, help make V2 a treat for the eyes.

It's not so much a treat for the thumbs, though. The game is tough, with steady shootin' throughout. However, its humor (like a lava level called Magma Pl) makes the time pass quickly.

Vectorman 2 injects a little life into the slowly fading Genesis market. Don't move on to next-gen until you've given this last-gen title a shot. ■

PROTIP: To beat this boss in Level 17, walk below him and shoot up and at an angle. You'll avoid the shots he tosses at you, and you'll easily score direct hits on his weak spot (the mouth).

PROTIP: In Tank You, aim the gun turret up slightly to lob mortar shells into valleys. This will eliminate any sneaky enemies waiting below you.

PROTIP: In Shout and Twist, you must compensate for the air drag caused by the massive twister in the background. When jumping, always push forward.

PROTIP: Use your jump to destroy enemies. When they get caught in the blast from your boots, they're toast.

PROTIP: In A Night in the Swamp, the snails are tough, but if you shoot quickly you can destroy them without letting them get off a shot.

PROTIP: In Fired, scorpions are good kills. You acquire their form and become invincible for awhile, which enables you to walk on the lava.

Graphics

4.5

Smooth rendering and gorgeous backgrounds are offset by slowdown in some areas and a lack of detailed enemies. Also, you'll see variations on the same enemies over and over again.

Control

5.0

It's a two-button game: you shoot and you jump (and jump higher by tapping the button twice).

Sound

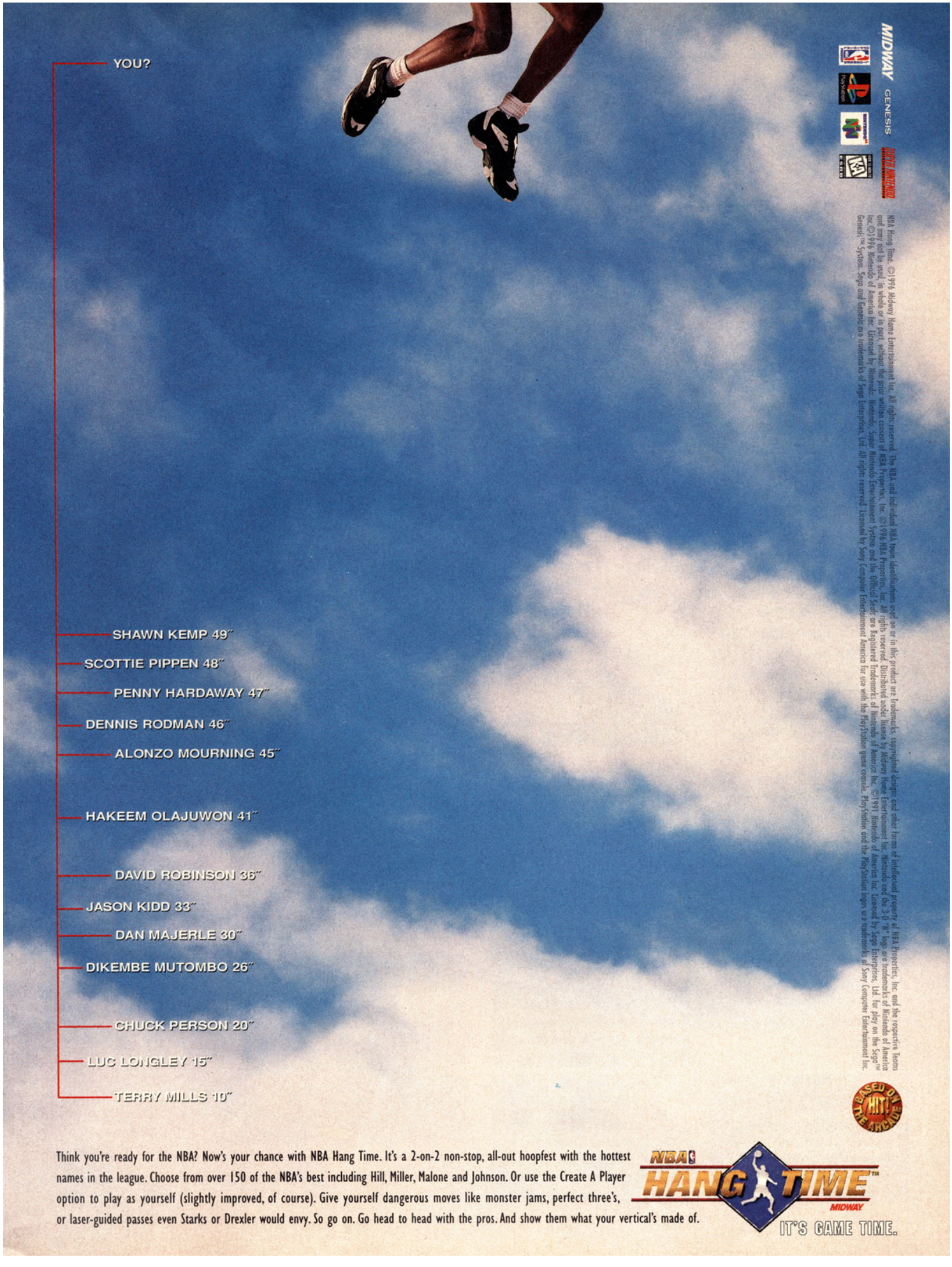
5.0

The sound effects are right on target, and now Vectorman speaks, with phrases like "Needed that" and "Yes!" interspersed throughout the game.

Fun Factor

5.0

It's simple, mindless fun—just like the good old days. Vectorman 2 is the most addicting Genesis game this year...and it may be one of the last, so enjoy!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SCOTTIE PIPPEN 48"
PENNY HARDAWAY 47"
DENNIS RODMAN 46"
ALONZO MOURNING 45"
HAKEEM OLAJUWON 41"
DAVID ROBINSON 36"
JASON KIDD 33"
DAN MAJERLE 30"
DIKEMBE MUTOMBO 26"
CHUCK PERSON 20"
LUC LONGLEY 15"
TERRY MILLS 10"
MIDWAY
GENESIS
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Sonic 3D Blast
(By Sega)

Genesis **ProReview**

By Art Angel

Price not available	Action/ adventure
32 megs	1 player
Available November	Isometric 3D view

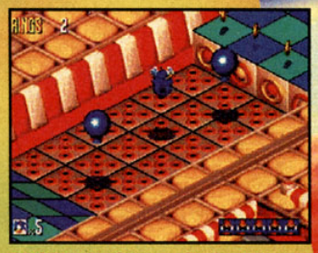
SONIC 3D BLAST

Sega's most celebrated character returns to breathe some life into the fading Genesis market. Cleverly designed levels and good 3D-rendered graphics make Sonic 3D Blast the best Genesis game in ages.

As everybody's favorite hedgehog, you jump, spin dash, and now blast your way through seven huge levels to rescue Flickies from their robotic prisons. Distributed throughout the mazelike levels, Flickies are the keys to completing each act. But beware of Dr. Robotnik and the many traps and obstacles you encounter.

Unfortunately, trying to find a way out of each level can be frustrating early on. Because you play with an angled-overhead view, timing jumps, spin dashes, and Blast Attacks to destroy enemies or to catch moving platforms requires practice. However, once you have the moves down, the game is easy to beat, which reduces its replay value.

Graphically superior to its predecessors, Sonic 3D Blast is a winner guaranteed to consume even the most experienced gamers...if only for a few days. ■

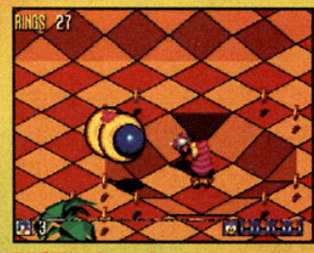


PROTIP: In Spring Gadget Zone, instead of using balloons to bypass deadly spikes, just continue jumping. Those spikes won't be able to nail you.

PROTIP: In any bonus round, stay on the ground as much as possible. If you jump, you might miss out on a bunch of rings.

PROTIP: Deposit Flickies in the Big Ring as soon as you find them.

PROTIP: Once you're finished with a bonus round, all rings regenerate throughout the rest of the level. Backtrack and load up on rings so you can easily pile up 1-ups, continues, and Chaos Emeralds.



PROTIP: Once Sonic gets the Gold Shield, don't pick up other shields. Only the Gold Shield gives Sonic the ability to do his new killer Blast Attack.

PROTIP: Look for cracks in walls and spin dash through them to get to secret areas with more rings, special items, and bonus rounds.

PROTIP: In any boss level, take the rings as you need them. If Dr. Robotnik hits you, the rings disperse and disappear fast.

Graphics

4.5

The game graphics are excellent. The large sprites and clean, crisp movements never glitch, even during the most intense action.

Sound

4.0

The effects are recycled from previous games. But the musical selection is eclectic, ranging from techno pop to contemporary jazz.

Control

4.0

The controls are generally good once you learn to pinpoint your jumps. The new Blast Attack that enables Sonic to home in on enemies is awesome.

Fun Factor

4.5

The game has only a decent replay value, but it does have some great graphics and big levels to run around in. Sonic fans will love it.

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Super NES ProReview

Gearheads

By Air Hendrix

A port of Philips' quirky but entertaining PC game, Gearheads comes to the SNES with decent gameplay and graphics. But the fun comes strictly from two-player action—the moronic A.I. will bore single players to tears.

The premise is simple: You fill your toy box from a selection of 12 toys, then try to send 20 toys all the way across the screen before your opponent does. Each toy has different abilities—tough bulldozers, laser-zapping spacemen, teleporting magicians, and more—and the action revolves around being fast enough and clever enough to send out the right toy at the right time. Colorful, humorous graphics are matched with simple, effective controls, but the tinny sounds could've been better.

For two players, Gearheads can be a hoot. It won't revolutionize gaming, but it'll briefly addict puzzler fans. ■

PROTIP: Set up passing patterns with toys like Kangaruffian that let you boot your opponent's toys into their side.

PROTIP: Select a mixture of slow but sturdy toys and fast but weak toys.

Gearheads by Philips Media

Graphics	Sound	Control	Fun Factor	Challenge
3.5	2.5	3.5	3.0	ADJ (Adjustable)

$49.95
8 megs
Available November
Strategy/puzzle
2 players

Overhead view
Replay value: Medium
ESRB rating: Kids to Adults

Super NES ProReview

Ms. Pac-Man

By Doctor Devon

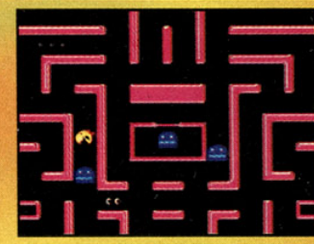
This classic gets updated with this new version for the SNES. You run around 36 mazes with options like two-player action and a Pac Booster move. It all adds up to familiar, if repetitive, fun for Pac-fans.

Williams did add something new: mildly frustrating controls. The SNES controller simply isn't as effective (or fun) as the original joystick, and you'll wonder why your heroine sometimes turns right into the approaching ghosts even though you swear you turned the other way.

The sharp, rudimentary graphics are just as you remember, and the 1980s music gets old fast.

Despite its flaws, this tried-and-true gameplay is almost foolproof. If you don't have Pac-Man 2: The New Adventures (Ms. Pac-Man was accessible via password), then pick up this piece of history. ■

PROTIP: In the two-player cooperative game, stay fairly close to your partner because you can bump each other out of harm's way.



PROTIP: At the end of each game, go for extra points before you gobble up the last pellets.

Ms. Pac-Man by Williams

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.5	2.0	3.0	ADJ (Adjustable)

Price not available
4 megs
Available now
Puzzle
2 players

36 mazes
Replay value: High
ESRB rating: Kids to Adults

The holidays always bring the 16-bit games out of the woodwork, and this year is no exception. Note that a couple of Disney Interactive games that looked like they'd never see the light of day will probably make it to store shelves this month.

Williams Arcade's Greatest Hits for the Genesis brings together faithful renditions of five arcade legends: Robotron 2084, Defender, Defender II, SiniStar, and Joust. Defender is one of the original horizontally scrolling shooters. The spare graphics remind you how far games have come since the early '80s, but there should still be plenty of good gameplay here. Watch for the review in a future issue.

This month's likely 16-bit releases:

Incantation (SNES) by Titus

Maui Mallard (SNES) by Disney Interactive

Mr. Do (SNES) by T•HQ

Oscar (SNES) by Titus

Pinocchio (SNES) by Disney Interactive

Prince of Persia 2 (SNES) by Titus

Realm (SNES) by Titus

Sonic 3D Blast (Genesis) by Sega

Street Fighter Alpha 2 (SNES) by Capcom

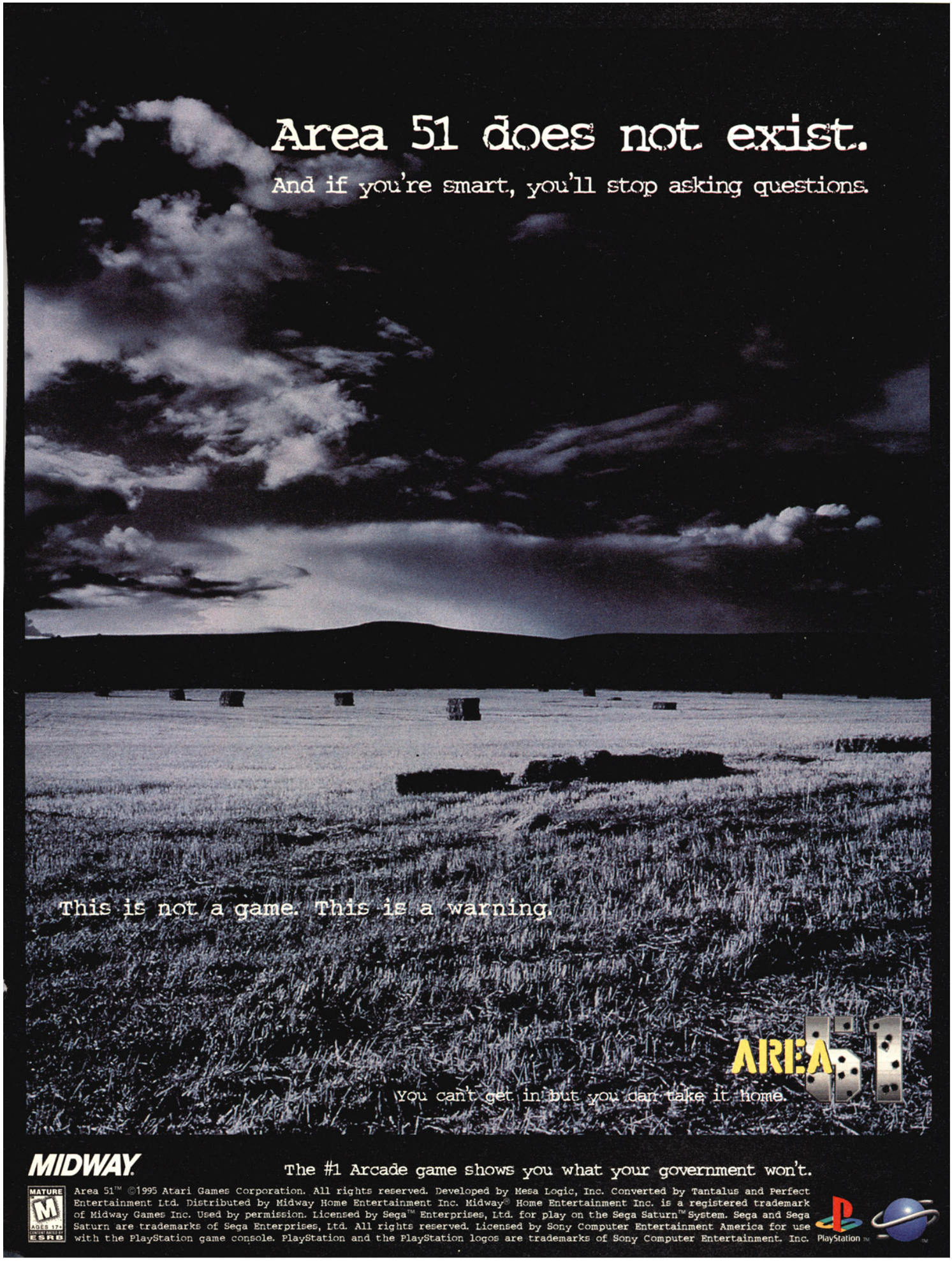
A reprise of the arcade puzzler, Mr. Do can do on the SNES with Original and Battle modes. We'll review Mr. Do next month.

Toy Story (SNES) by Disney Interactive

Vectorman 2 (Genesis) by Sega

Whizz (SNES) by Titus

Williams Arcade's Greatest Hits (Genesis) by Williams



MIDWAY

The #1 Arcade game shows you what your government won't.

MATURE M AGES 17+ CONTENT RATED BY ESRB

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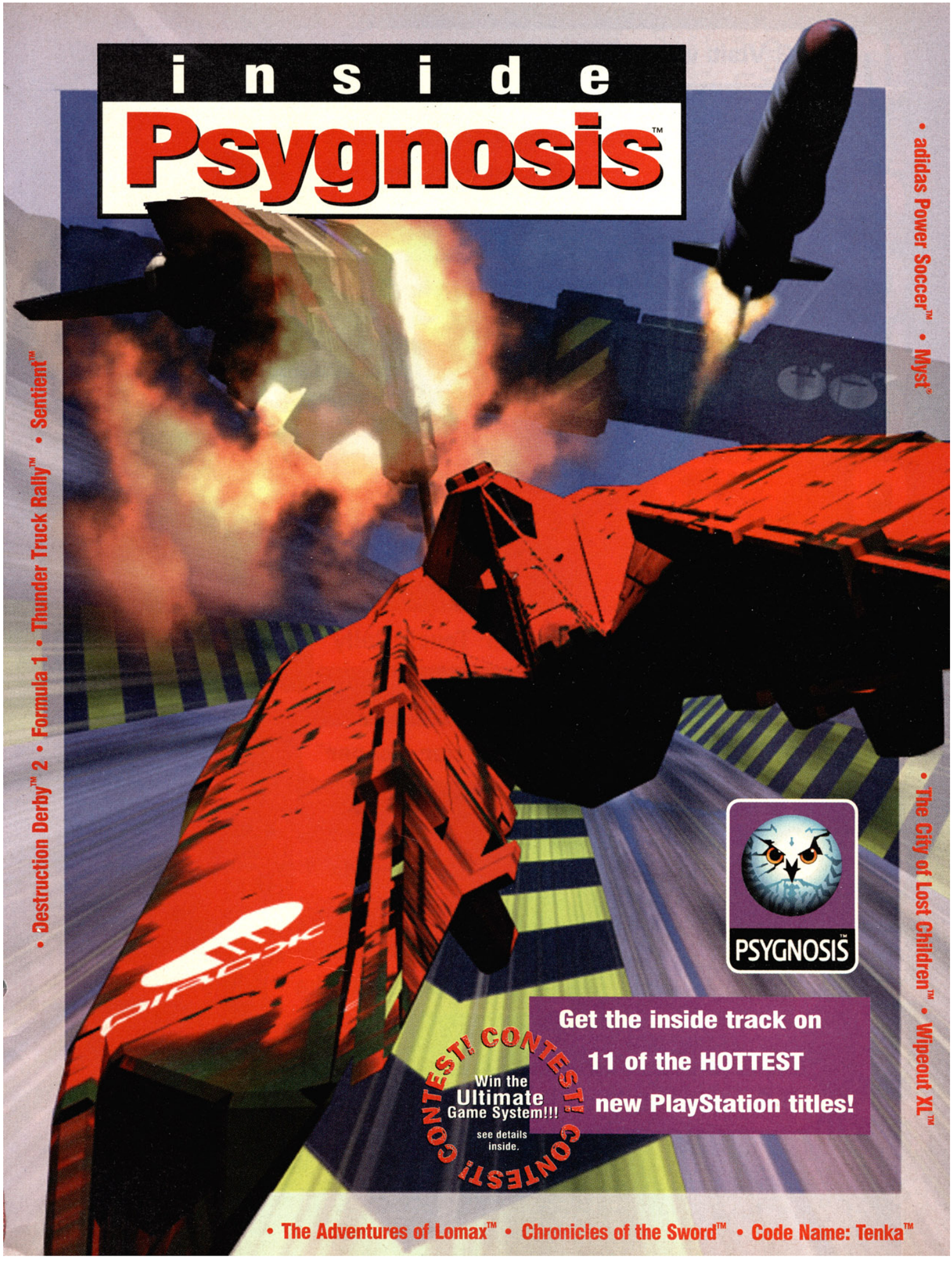
inside
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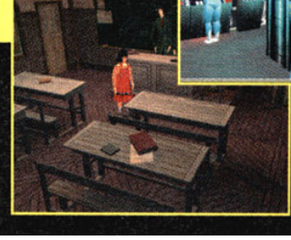
15 Sentient™ & The City of Lost Children™



16 Contest!

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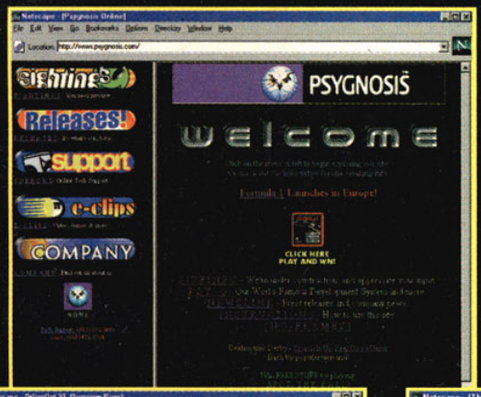

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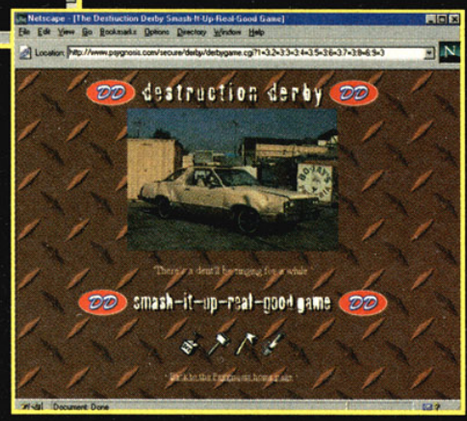

Enter the Formula 1 Contest on the Web!!!

That's right, you can actually test your driving skill by racing mini Formula 1 cars round 3 different tracks live on the Psygnosis web site, post your high scores and compete to win prizes - see www.psygnosis.com for further details.

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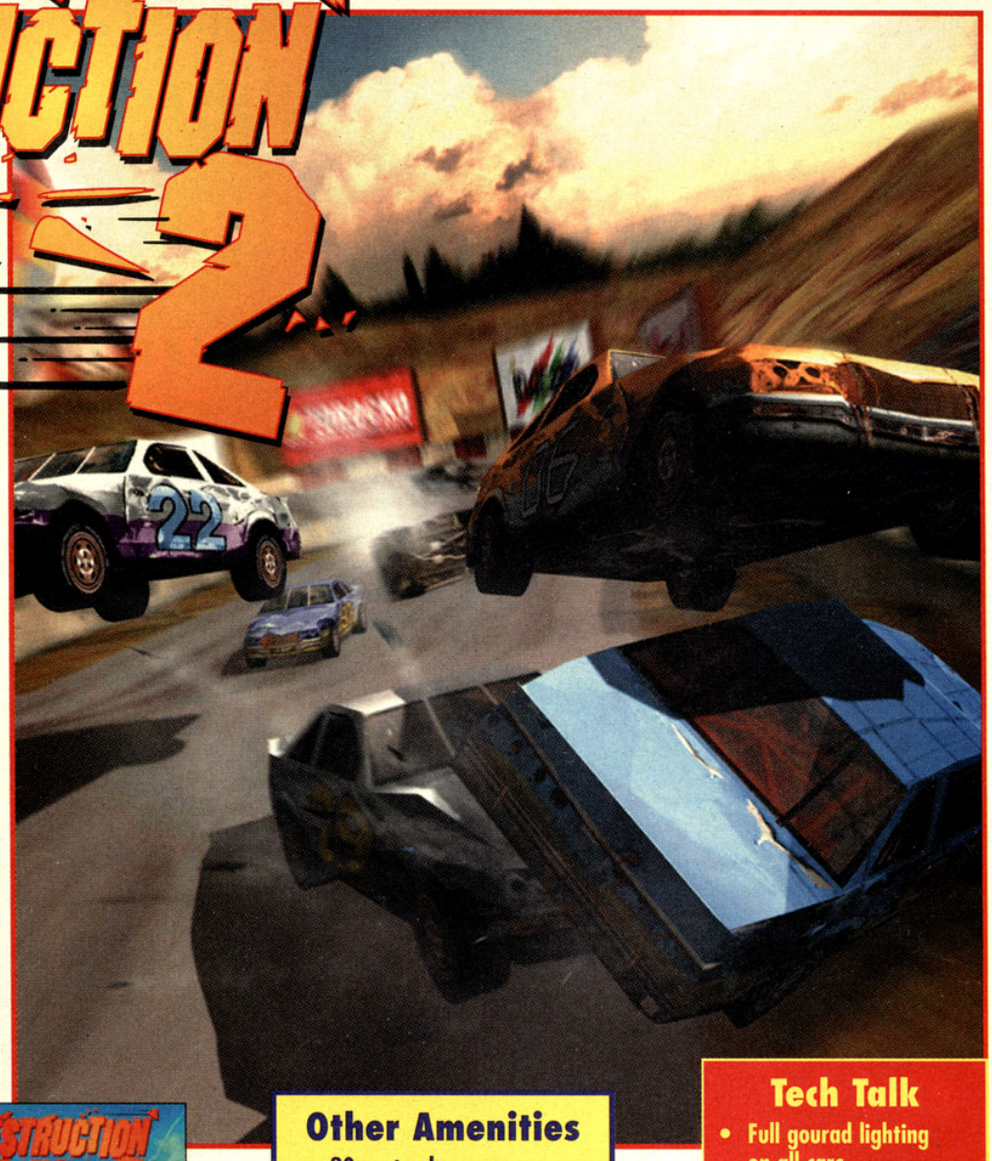
DESTRUCTION DERBY 2™



DD2 brings back the three R's of driving—racin', 'reckin', and road-hoggin'!

It's baaaaack—the game that taught you NOT to drive by the book has been updated. This action-packed sequel highlights the best of the original and throws in cool new twists and improved gameplay. More tracks, more competitors, and more hard-core, broken-door, windshield-shattering action than before—white-knuckle, red-hot, all-out mechanical mayhem lives!

Other Amenities

- 20 contenders
- 2 views
- 3 levels of play (Rookie, Amateur, Professional)
- 7 tracks
- 4 Destruction Derby Bowls

Tech Talk

- Full gourad lighting on all cars
- 3D impact dynamics (spins, rolls, flips)
- 30 frames per second
- Controls via standard joypad, NegCon, or MadCatz steering wheel

New Features!

Realistic Crashes

In DD2 cars lose wheels, flip over, and show more body damage—like hood, trunk, and fender dents.

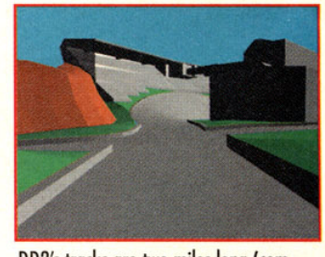
Crash Effects

Cars catch on fire, sparks fly (literally), and seriously damaged cars explode in real-time.

Suspension

Four-wheel suspension on the cars makes driving more realistic—get hit and you're outta control when the game's crash mechanics take over the steering!

Longer Tracks



DD2's tracks are two miles long (compared to the 1/4 mile tracks of the original Destruction Derby).

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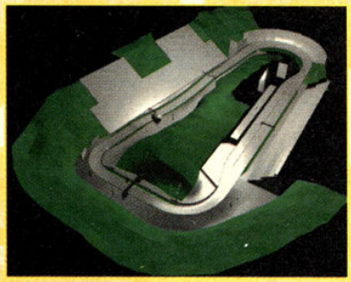
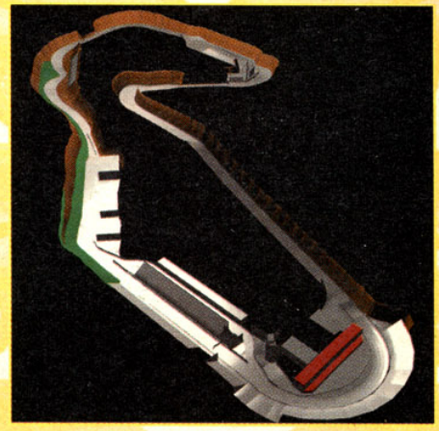
Tracks of My Fears





SCA Ultimate Destruction
SCA Motorplex
Caprio County
Pine Hills
Liberty City
Black Sail Valley
Chalk Canyon

Tours de Force

Wreckin' Racin'
This is the race where you actually get points for bustin' the crap out of other cars. Let your inhibitions (and transmission) run wild!

Stock Car Racing
More civilized racing—you only get points for finishing (but that doesn't mean you can't bang up an opponent or two).

Destruction Derby
Takes place in one of four bowls, and it's simple—damage as many cars as possible, and try not to get rammed!

Time Trial
A race against time—and time is definitely not on your side...

Race Options

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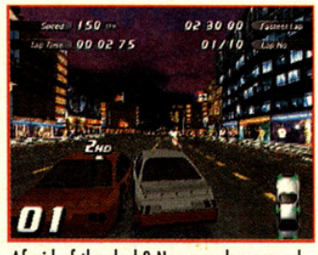
- New music with a heavy metal edge!
- Official Indy 500 commentator Paul Page!
- All effects taken from a DAT recorder placed inside a real race car!

Different Tracks

Collide on seven different tracks, along with four brand new bowls! And the wider tracks feature banked corners, hills, crossovers, and tunnels!

Night Racing



Afraid of the dark? Now you have good reason to be. Things will definitely go bump in the night in this mode!

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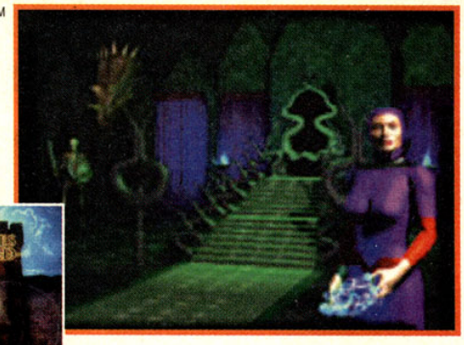
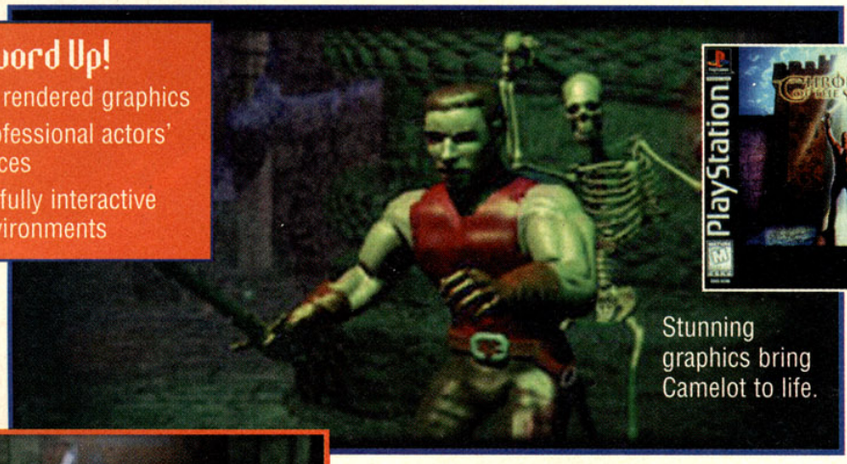


Sword Up!

- 3D rendered graphics
- Professional actors' voices
- 60 fully interactive environments



Stunning graphics bring Camelot to life.

Enter ye into the fabled world of Arthur, the King of All Ages. As Sir Gawain, you must battle nefarious Morgana and save the kingdom. Along the way you get to hobnob with the likes of Guinevere, Lancelot, and Merlin. The magic of Camelot comes to life in this graphic adventure romp that boasts Arthurian knights, evil black magic, and hours of sword-clashing play.

Developed by Synthetic Dimensions in England, the game utilizes movie techniques to create detailed, realistic graphics. As you try to save Camelot, you'll explore over 60 different areas while you evade Morgana's traps and solve her wicked puzzles! Chronicles of the Sword awaits a new king!

MYST®

Enter the magical realm of Myst

Imagine...you are walking along a beach and find an old battered book. You pick it up, read it, and realize you have been transported into the world in the book, the world of Myst.

Myst, the best selling PC game of all time, is here for the PlayStation. Myst's classic graphic adventure action leads you through a series of different worlds where you must uncover clues and figure out a variety of mind-absorbing puzzles.

True to the Mac original, Myst for the PlayStation emphasizes the game's eerie, exotic locales, beautifully rendered in ultra-high resolution graphics, as well as a haunting soundtrack that will mesmerize you. It's the blue book....no, the red book...no...you'll have to figure it out for yourself.

PLAY MYST-Y FOR ME

- Over a hundred puzzles.
- Breathtaking rendered graphics.
- Hours of game play!

Rendered graphics bring the world of Myst to life.

Myst's graphics are better than ever in this PlayStation version of the game.

This game's haunting secrets will hold you spellbound.

Advertisement

The Adventures of Lomax™

Lomax roams through spectacular landscapes.

The PlayStation has a new hero: Sir Lomax. He's been sent to rescue his brain-dead kindred from the beck and call of Evil Ed, a nasty fellow who's twisted minions are wreaking havoc and destruction on the planet! Featuring thumb-bustin' platform action, with awesome CD audio and cool 32-bit effects like transparency, The Adventures of Lomax is the premier PlayStation platformer!

As Lomax, you travel through some of the most lush, beautifully illustrated lands ever seen on the PlayStation. Multi-layered backgrounds and dynamic, cartoon-like sprites fill the screen, but Lomax is more than just a pretty face. The gameplay is a blend of platforms and puzzle challenges that boast an added twist—gameplay jumps from 2D into the backgrounds for a mind-bending 3D experience. The Adventures Of Lomax is a must have game for fans of classic platform action.

Prepare to bust a few brain cells when the gameplay hops into the background.

PSYGNOSIS™

Let Sir Lomax scratch your action/adventure itch.

Advertisement

WipeOut XL

Not just another sequel, Wipeout XL's a radically different game.

It's the year 2097, 45 years since the F3600 anti-gravity league was born in Wipeout. Do you know where your best racers are? At the F5000 Anti-Gravity Tracks, trying to qualify for the greatest vehicle competition in the known universe in Wipeout XL.

Psygnosis asked a motley crew of Wipeout survivors what would make the game better. The result? Wipeout XL with enhancements and improvements that make the original just a warm up.

Not convinced? How about faster-paced arcade-style action, checkpoints, damage meters, pit lanes, exploding ships, fifteen ships on the track at any one time, six new circuits (plus two hidden), eleven different weapons, seven racing modes (along with four new racing speeds), and new vehicles.

Ready to step up to the mike yet? If not, strap on your adult-sized diapers and take a seat in the stands. If you don't race, you're no damn good to this league!

PSYGNOSIS

"Gentlemen, Start Your @#$% ^ & Engines!"

Four Classes to Choose From

Vector Beginner's Class

Venom Standard

Rapier Expert

Phantom Hidden Class

Tech Specs

- 400,000 polygons per track for smoother detailing.
- Supports: Standard joypad, MadCatz, and NeGcon Controllers.
- 30 frames per second for faster gameplay.
- Two Player Serial Link

The Rave Is On

Chemical Brothers

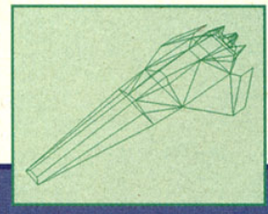
Future Sound of London

WipeOut XL features music by hot electronic artists like the Chemical Brothers, Future Sound of London, Underworld, and The Prodigy. For real fans, a soundtrack album (with bonus music tracks) is available through Astralwerks Records.

No animals were hurt during the making of this game, but we did ALMOST kill sixteen semi-innocent

Advertisement

The AI's upped in XL, with smarter, more accurate collisions, and deadly special fx. Jammin' against the CPU's not your only option. You can race against your best friend in a two-player, head-to-head competition. You know, your best bud, your amigo, the person you laughed with, you cried with...the person you're gonna send to the morgue in a Tupperware container.



Lock and Load on the Highway to Hell

Electrobolt

When this baby locks on an enemy craft, it drains the enemy vehicle's energy.

Quake

While the Quake sends damaged ships flying into the air, you can coast by on the rubble.

Thunder Bomb

The Thunder Bomb targets ALL visible craft.

Other Loaded Weapons:

- Missile
- Rockets
- Mines
- Plasma Bolt
- Turbo
- Emergency E-Pak
- Shield
- Autopilot

Da Playerz

Auricom | Ag Systems | Qirox | Feisar

bystanders, including several 3D modelers, three artists, and four programmers.

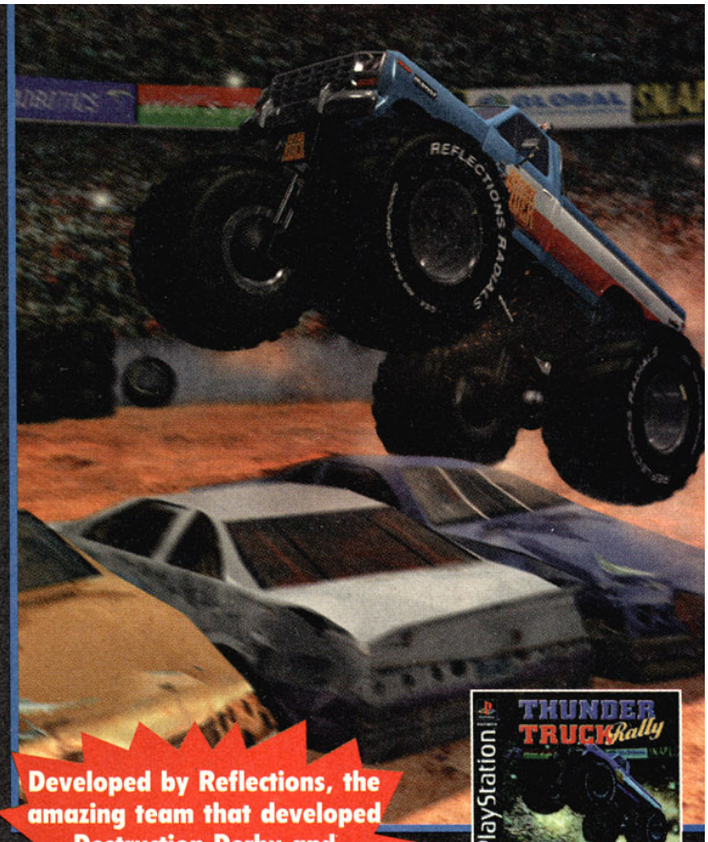
Advertisement

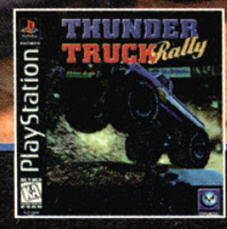
THUNDER TRUCK Rally™

Monstrous Motorized Mayhem

From the makers of Destruction Derby come the V8 twin blown, fuel injected, monsters of car crushing carnage—Thunder Truck Rally. Thunder Truck Rally puts you behind the wheel of 10,000 lbs of angry iron in the form of a monster truck or, if maneuverability is your goal, an ATV dune buggy. Your sole purpose is to take your opponents in a grueling race. And it won't be a Sunday drive through the freakin' country either—the four day, 500 mile Endurance Rally showcases terrain as diverse as the weather in this game.

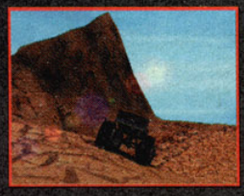
Yup, the mayhem in this game is fully rendered in 3D texture-mapped environments—right down to the changing weather patterns. You'll see mud and snow, deeply-pitted roads, sun-baked desert terrain, and nasty speed bumps that are murder on top-heavy monster trucks. And you've got 360 degree control of your vehicle as you maneuver through the endurance rally, or, for a change of pace, enter the arena for a little monster car crushing. Thunder Truck Rally has it all.





Developed by Reflections, the amazing team that developed Destruction Derby and Destruction Derby 2!

PSYGNOSIS™



Test your mettle, and your metal, as you race for glory under a variety of track conditions.

Placing first matters...but doing a little damage wouldn't hurt either!

Find out who can handle their vehicle the best. Only hotdogs and daredevils need apply.

A spinning wheel gathers no moss, or something like that. Beat the clock!

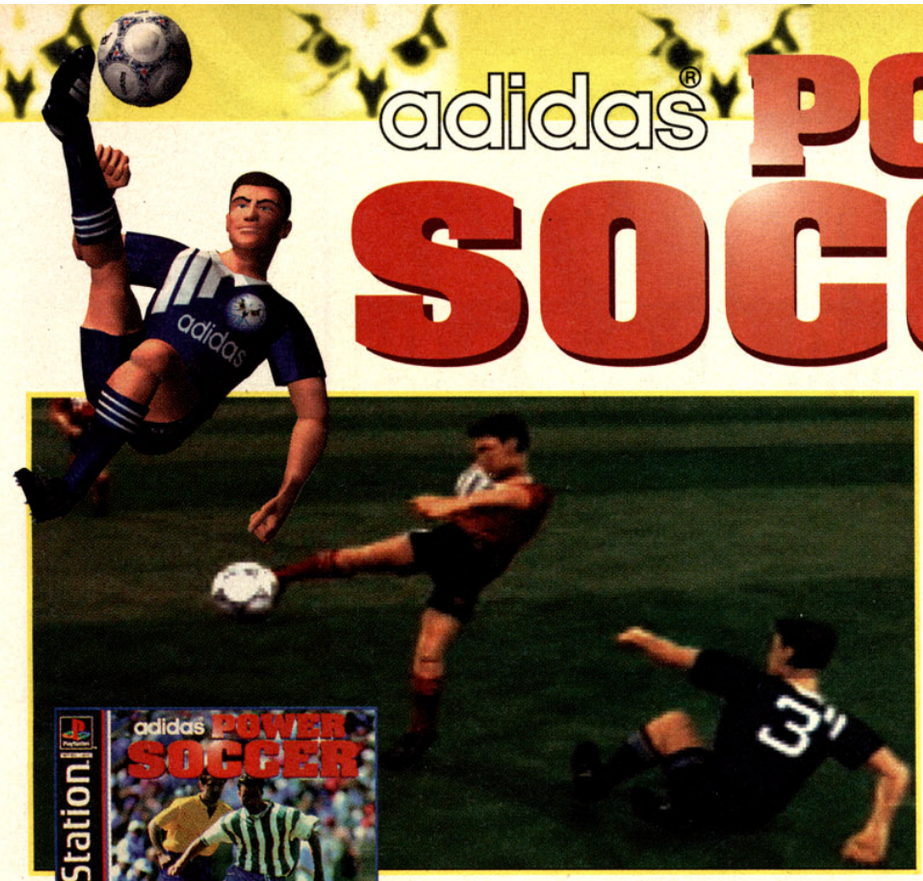
Master Your Machine

These trucks are mothers... They can take the highest mountains, and ford the swiftest streams... but only if you're up to the challenge of handling them.

No monster trucks were harmed during the making of this game.

Advertisement

adidas® POWER SOCCER™

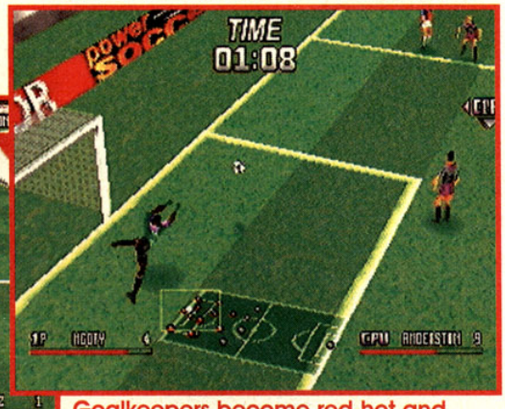


It's time to kick some grass, and adidas Power Soccer is the place to do it. This game features fast, arcade-style soccer action with all the options you'd expect in a great soccer simulation, plus extras that give the game an additional kick. Look for simulation and arcade modes of play, multiple camera angles, instant replays, tournaments and seasons, a full menu of explosive special moves, and more.

Graphically, the game is stunning. Using the latest high-tech motion capture techniques, adidas Power Soccer's rendered 3D graphics are smooth and fluid. Team the look up with the gameplay, and you've got the best soccer sim available for the PlayStation to date.

The Arcade Mode

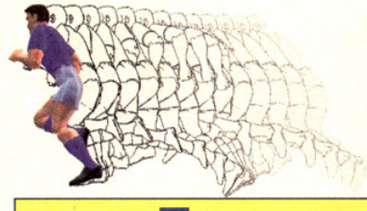
The Arcade Mode has 12 unique special combo moves you won't see in any other soccer game.



Goalkeepers become red-hot and keep the fires of victory alive!

How about giving 'em a little Shove. You can do that and more in adidas Power Soccer.

Nail 'em with a Karate kick and they'll never know what him them.



PSYGNOSIS®

Features

- Simulation and Arcade Modes
- Special Moves demonstration mode
- Six camera angles
- Four weather conditions
- Slow motion replay
- 4 player Multitap option

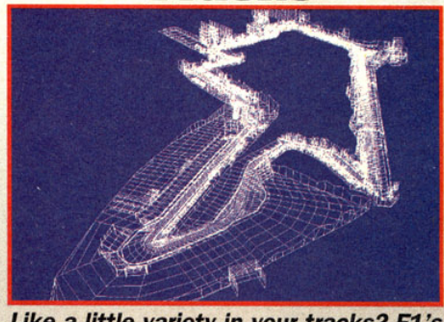
Advertisement

FORMULA 1

Kickin' Asphalt like No One Else!

Welcome to the 1996 world-class Formula 1 championship! This is by far the most realistic, hard-hitting, and heavily licensed racer you're going to see this year. Want proof? How about all 13 1995 teams, including top class units like Benetton, Ferrari, and Tyrrell. How about over 35 REAL drivers, including luminaries like Mansell and Alesi. How about all 17 circuits, from Brazil to Australia to France. How about Grand Prix and Arcade play modes. This game pours on the realism and lets YOU experience what it's like to sit in the driver's seat of the fastest cars in the world!

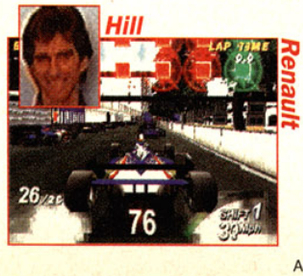
Tracks



Like a little variety in your tracks? F1's 17 circuits are modeled from official surveyors track maps and include smaller 3.3 km, all the way up to the grueling 7 km tracks.

Race Teams

Here's a few of the racers you can choose from.



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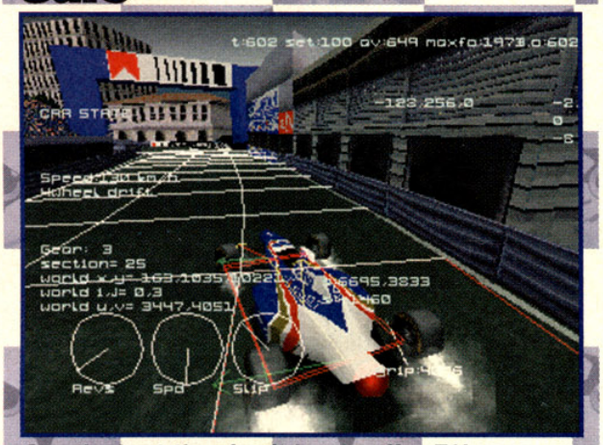
Cars



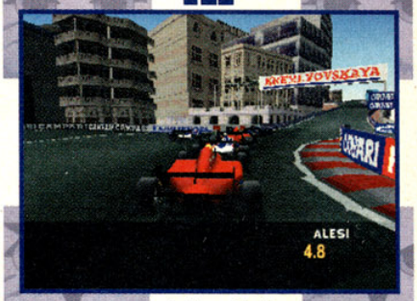
See the best the circuit has to offer. F1's cars are based on real data taken from real races. And they handle like Formula 1 cars, so you'll have to learn to adjust the way you drive, Grandma.

Licenses

To help add to the realism, Formula 1 uses awesome licensing for the game. It includes:

- *All 13 1995 teams*
- *35 REAL drivers*
- *17 real circuits, using official surveyors track maps*
- *26 cars, modeled from photos and video footage*
- *Commentary by the legendary Murray Walker*
- *Soundtrack provided by Joe Satriani and Steve Vai*

AI

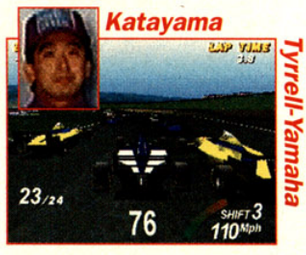


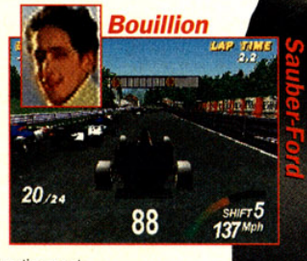
These drivers follow their own set of rules. Some are nice and may give you a break during a race. Others wouldn't cross the street to spit on your shoes. The game's AI is finely tuned—the drivers you compete against perform very realistically.

Extras

Realistic features, full licenses, and beautiful tracks, and you still want more? You'll get more, like:

- *Realistic weather effects!*
- *Selectable assisted dynamics—in other words, arcade-style racing!*
- *Views from inside the car, outside the car, TV camera crew perspective, or from any other car!*
- *Camera zooms! (as opposed to the standard camera pans of other mediocre racers)*
- *Two-player link!*
- *30 frames per second!*
- *Between 60,000 and 90,000 polygons per circuit!*
- *Supports standard, MadCatz, and NegCon controllers!*





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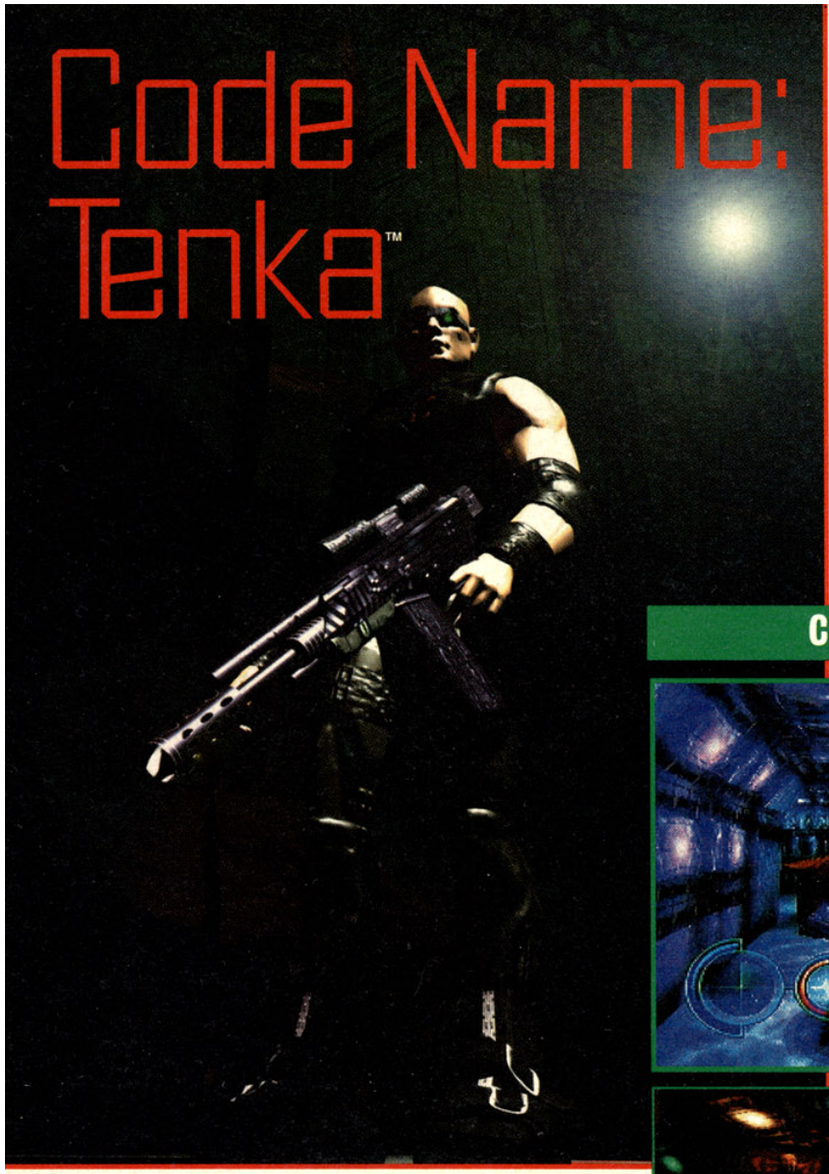
Code Name: Tenka™

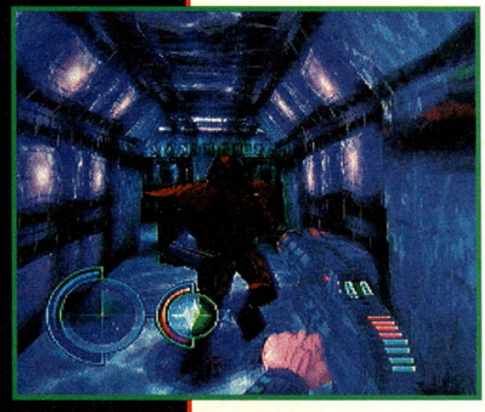


Code Name: Tenka is probably the darkest, scariest 3D corridor shooter you've ever seen! Set in a super-moody futuristic city populated by genetic mutations, half-human robots and other nasty creeps, the game has heavy ballistics, brutal weaponry and bloody battles aplenty!

Tenka also has real time 3D with full freedom of movement both horizontally and vertically, and it's fully light sourced.

What's more, this game's battalion of enemies are real, polygonal characters—not flat, 2D pushovers. Fortunately, you've got lasers, missiles, land mines and rapid-fire automatic weaponry to aid you as you patrol the gloomy corridors, sewers, air-ducts and passageways of this pulse-rattling frightener. Nothing can prepare you for the nightmare action agenda of Code Name: Tenka—PlayStation's finest 3D battling hour!

Creeping with the Enemy



Robots

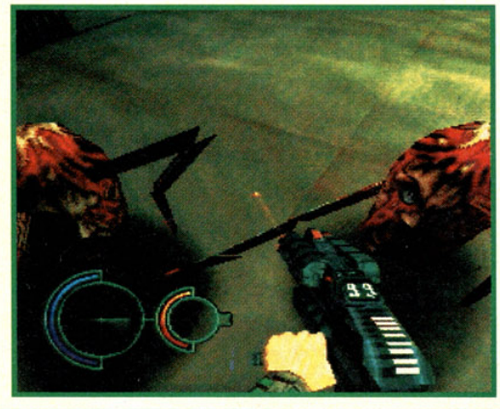
Nasty little metal-heads. Show them that metallics can combust.

Genetic Mutations

Born of chemicals and DNA, it's up to you to terminate their unnatural lives.

Humanoids

Half human, half something else. Shoot either half and you'll feel better.



Features

- Dozens of enemies per level
- Fully upgradable weapons
- 30 complex levels to explore

PSYGNOSIS™

Hardwired Hardware

Automatic Weapon

Take down enemies quickly, easily...and messily.

Laser

Sharp shooting in the future requires a steady hand...and a pinpoint laser.

Rocket Launcher

Make 'em call their mommies with some impressive firepower. They won't know what hit 'em.

Homing Missile

Fire and walk away. The guidance system on these missiles will do the rest.

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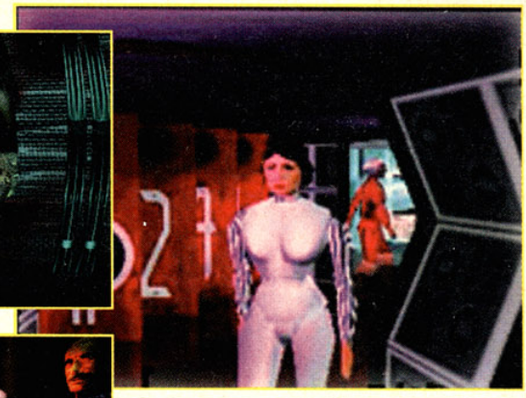
Sentient™

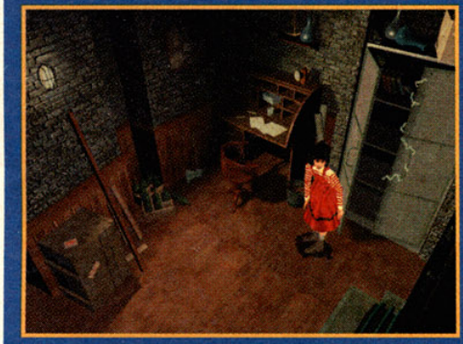


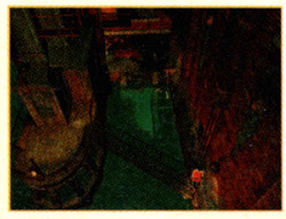
Sentient takes RPG/adventure gaming to the limit with an improved artificial intelligence that makes the game different every time you play. When the game begins, you're stranded on a space station that's falling into the sun and you've got to figure out how to keep this from happening. After that, a sun, a space station, a plague, a photograph, a crash-landing, a case of mistaken identity, a resurrection, a haunting dream, a mask, and a race against time are all plot elements that shift and twist randomly—it's never the same game twice!

Once Sentient begins, you've got a full range of options as you explore a vast space ship, interact with nearly 60 characters, each with unique personalities, and explore over 200 different locations. Will you take the easy way out and save yourself, or choose the courageous route and save the entire ship? Only time will tell.

Sentient features a 12 level spacecraft with a mind-blowing 200 real time corridors and halls.

The City of Lost Children™





- Over 20 motion-captured 3D characters
- Real time animation
- Over 100 rendered backgrounds
- Digitized sound
- Brilliant full voice acting

Ground-breaking 3D graphics set the stage for The City of Lost Children, a graphic adventure game set in a bleak post-industrial landscape. You play an orphan who must find and release children who have been kidnapped by a mad scientist—Krank, a strange old man who kidnaps children and steals their dreams. In order to save the children, you must navigate through a dark city, filled with unique and sometimes bizarre characters.

The moody atmosphere and gritty environment serve as a perfect backdrop for The City of Lost Children, which includes over 100 views to explore with a 360 degree range of movement, and more than 20 real-time 3D characters animated from motion-capture video. The gameplay is jammed with intense puzzle-solving and intricate interaction with other characters. As you meet and talk with others the riddle of the Lost Children unravels. A stunning visual foray into a very strange world, The City of Lost Children will enthrall you.

Advertisement

Win the Ultimate Game System!!

Show Us What You Know About Psygnosis' New Games

Listen up! If you can answer all of the following questions correctly, and send them to us by February 1, 1997, we'll enter you in a contest drawing where you'll have the chance to win one of the following prizes:

Grand Prize: The Ultimate Game System!

One (1) lucky grand prize winner scores the Ultimate Game System:

- A Sony 32 inch color TV
- A PlayStation Game Console
- A Library of Psygnosis games (including Destruction Derby 2, Wipeout XL, adidas Power Soccer, The Adventures of Lomax, Myst, Formula 1, and Chronicles of the Sword.

First Prize:

Two (2) lucky First Prize winners will walk away with:

- A PlayStation Game Console
- Two Cool Psygnosis Games: Destruction Derby 2 and Wipeout XL

Second Prize:

Ten (10) Second Prize winners will get:

- A Psygnosis CD Carrying Case
- A Formula 1 T-Shirt

And the questions are...

1. How many speed classes does Wipeout XL have?
2. How many race tracks are there in Formula 1?
3. Other than Destruction Derby 2, which other Psygnosis games are developers Reflections working on?
4. You must outwit the evil Morgana in what Psygnosis adventure game?
5. What Psygnosis adaptation of a best-selling PC game is a puzzling adventure set on a mysterious island?

Remember,
send your entries,
postmarked by February 1, 1997:
Ultimate Game System Contest, P.O. Box 5960, San Mateo, CA 94402

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Official Rules

No purchase necessary. One entry per person. Send in your entry information to: Ultimate Game System Contest, P.O. 5960, San Mateo, CA, 94402. All official entries must include name, full address, your age, and complete phone number with area code and be received no later than **February 1, 1997.** All duplicate entries of violator will be voided. GamePro Media Group and Psygnosis assume no responsibility of late, misdirected, incomplete, or illegible entries. Void where prohibited. Awarding of Prizes: The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. One (1) Grand Prize winner will receive: One (1) Ultimate Game System, includes: One (1) Sony 32 inch color TV, One (1) PlayStation Game Console, One (1) Psygnosis game library: includes One (1) copy of each of the following games: Destruction Derby 2, Wipeout XL, adidas Power Soccer, The Adventures of Lomax, Myst, Formula 1, and Chronicles of the Sword **(ERV: $2600).** Two (2) First Prize winners will receive: Two (2): PlayStation Game Console, and Psygnosis' PlayStation games: Destruction Derby 2, and Wipeout XL **(ERV: $320).** Ten (10) Second Prize winners will receive: Ten (10): Psygnosis CD Carrying Case, and Formula 1 T-Shirt **(ERV: $25).** All winners will be determined on **February 15, 1997.** Grand Prize winner will be notified by phone and/or mail. Grand prize winner will be required to reply within 5 days following notification. In the event of noncompliance within this time period the grand prize will be forfeited and a new grand prize winner will be selected. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro Media Group and Psygnosis without further compensation. Winners are responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will also appear in a future issue of GamePro magazine. Eligibility: Employees of GamePro Media Group, Psygnosis and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. Liabilities: This promotion is operated by GamePro Media Group and Psygnosis, which is solely responsible for its conduct, completion and awarding of prizes. All decisions of GamePro Media Group and Psygnosis on all matters relating to this promotion are final. GamePro Media Group, Psygnosis, and participating sponsors assume no liabilities resulting from the use of this prize. Prize Restrictions: Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded **by April 1, 1997.** Eligible to residents of the contiguous United States only, except for Rhode Island. Unclaimed Prizes: If an individual winner does not claim their prize by April 1, 1997, the prize will be forfeited back to the perspective supplier. Prizes can not be claimed after the sweepstakes has been completed.

Awesome Video Game Prizes!

Be sure to pick up the next issue and join in the celebration of *GAMEPRO's* 100th issue!! Grab your chance to WIN awesome video game prizes in the "*GamePro* 100th Issue Sweepstakes"! All your favorite video game companies have been sending in TONS of exclusive prizes and products just for *GamePro* readers. Many of these items are impossible to buy anywhere and will ONLY be available to sweepstakes winners!

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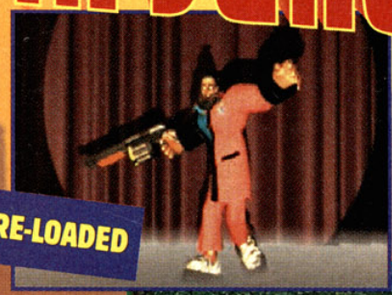
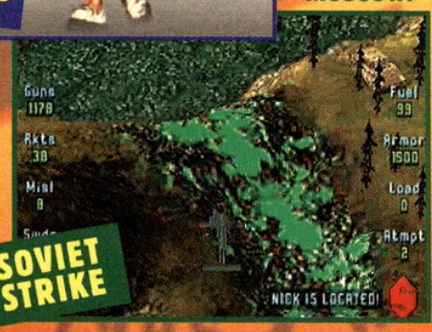
An In-Depth Look at Re-loaded!
Rock 'em, sock 'em, and blast 'em to bits in this unbelievable action sequel to Loaded!



Scary Does Moscow!



The newest Strike game is here, and Comrade Scary takes you for a spin!

Crusader: No Kidding!

The awesome PC game Crusader: No Remorse makes its way on to the PlayStation!

ProStrategy Guide: Star Gladiator

Battle your way through this incredible PlayStation game with *GamePro*'s bona fide fighting expert—Bruised Lee!

PLUS: Tomb Raider, MK Trilogy (PlayStation), WWF: In Your House, Twisted Metal 2, Destruction Derby 2, Pandemonium, Mr. Bones, Toshinden URA, and more!

If you miss the January issue, you're off to a bad start for the year!

GAMEPRO
100 issues, and still going strong!

SPORTS PAGES

Live '97 Sits Alone Atop the Basketball World

NBA Live '97

By Johnny Ballgame

PlayStation

From the opening tip-off to the final buzzer, you won't find a more complete, dynamic, and in-your-face basketball game on the 32-bit market than Live '97. EA Sports takes hoops games to the next level and forces its biggest competitor, NBA Shootout, to take a seat on the bench.

Running with the Bulls

Live features five-on-five basketball the way it ought to be played: frantic, fierce, and above the rim. Players spin and use cross-over dribbles to deke defenders. You can use turbo, shoot skyhooks, get on a hot streak, throw alley-oops, or viciously shove opponents to the ground on your way to the basket.

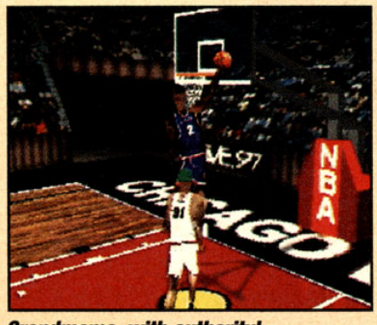
PROTIP: Be aware of your players' real-life abilities to understand how to fully utilize all their strengths.

On the strategy side, the playbook's packed with more than 50 offensive plays and 5 defensive sets. You can double-team any player, intentionally foul, or even crash the boards for that all-important rebound.

Exhibition, Season, and Playoff modes are available, along with four skill levels that will show how much game you really have. You can choose to play with Arcade rules, where pushing is prevalent and there's no out of bounds, or in Simulation mode, where you follow the strict letter of the referee's law. There's also a Custom option that enables you to play with as many or as few rules as you wish.

The Heat Is On

The most dramatic improvement over Live '96 comes in the form of new eye-popping, rim-rocking graphics. Mitch Richmond and Tyus Edney were motion-captured, and the resulting player movements—from layups to jump shots and even the way they fall—are the most lifelike and amazing in any basketball game to date. When you create a player, his name even shows up on the back of his jersey!



Grandmama, with authority!

Superstar sounds slam home with the Grizzlies PA announcer Al Murdoch, who yells out not only the name of the scorer but also who gave him the assist. Ernie Johnson of TNT lends his voice to help out on the stats, while the crowd's cheers will make you feel like you've stepped into an NBA arena.

Sweet Mourning Glory

If you've been looking for fist-pumping players who rain down threes and reverse jams, look no further: Live '97 has arrived in time for the new basketball season. The only problem is that it's so good you may never want to watch a real game again.

PROTIP: When you have a streaky shooter like John Starks and he starts to light it up, keep feeding him the ball. He'll score points in bunches.

NBA Live '97 by EA Sports

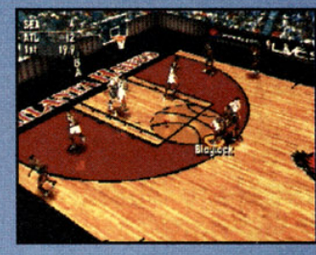
Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	ADJ (Adjustable)

$54.95
Available November
Basketball
2 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

NBA Live '97 Tips

PROTIP: Point guards like Stockton, who can shoot as well as pass, are the most difficult players to defend.



PROTIP: Double-team the man with the ball to force him to make a bad pass.

PROTIP: Abdul-Rauf might not stand for the national anthem, but he's quick and will blow by defenders if they're not careful.

PROTIP: Jump in the air to draw a double-team, then pass the ball to the open man.

NHL Faceoff '97 Ranks First in PlayStation Standings

NHL Faceoff '97

By Air Hendrix

PlayStation

As the new hockey season gets underway, Sony's back on the ice with an outstanding second edition of NHL Faceoff. Although this '97 version stumbles a bit with uninspiring graphics, you won't care once you get caught up in its superb gameplay and innovative features.

Faceoff's new icon-based passing system simulates one of hockey's basics with unprecedented depth and realism.

Excellence in Passing

Right off the bench, Faceoff '97 dazzles the crowd with a new icon-based passing feature that enables you to pass to any teammate at any time (NFL GameDay fans will recognize it in a heartbeat). With an in-depth strategy feature that lets you tune your forechecking, breakout speed, and more, Faceoff delves more deeply and realistically into hockey's strategic side than any previous hockey game.

PROTIP: In fights, grab your opponent's shirt with one hand and pound away with the other.

Of course, Faceoff comes through with all the other standard features: the '97 NHL teams and players, the '96 All-Star teams, fighting, player creation, trades, and Exhibition, Season, Playoff, and Practice modes. The extremely responsive controls load you up with one-timers, redirected shots, fake shots, drop passes, hip checks, and much more.

A tough, impressively intelligent A.I. and well-staggered difficulty levels put the polish on Faceoff's killer gameplay. Novices and pros alike will find fun, ferocious gameplay and a challenge that doesn't fade.

Minor Penalty

Visually, the game looks very much like its predecessor. Some fresh nuances smooth out the action, including better color and new, cleaner animations on sharp turns and in the net. In these polygon days, though, Faceoff's pre-rendered graphics are outdated—but at least they don't get in the way of the game's topnotch action.

As for the sounds, one of the best stadium announcers ever calls the action with an accurate, lively, at-the-rink feel. The swish of blades cutting into the ice, the cheers of the crowd, and other solid effects nicely round out the sound, though the "Go, baby, go!" chant gets old awful quick.

Stanley Cup Favorite

When Faceoff is stacked up against NHL Powerplay, there's no contest—Faceoff takes the Cup hands down. Although we won't have a review of EA's NHL '97 until next month (see the preview in this issue), early indications point to Faceoff reigning supreme in terms of gameplay with NHL winning the graphics battle. For serious hockey fans, it's all about gameplay, which makes Faceoff '97 well worth every hard-earned dollar it costs. ■

NHL Faceoff '97 by Sony

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.5	5.0	5.0	ADJ (Adjustable)

Price not available
Available November
Hockey
8 players (with adapter)
4 views
Replay value: High
ESRB rating: Kids to Adults

Faceoff '97 Tips

PROTIP: Use icon passing to string together a rapid series of passes in front of the net that fakes out the goalie and leaves an open spot.

PROTIP: Use hooks and hip checks to shut down breakaways—in the long run, the goals you squelch make up for the time in the penalty box.

PROTIP: For better percentages with one-timers, redirect them off your stick (with the directional pad) so they fly toward the net at an angle, not in a straight line.

PROTIP: On breakaways, deke the goalie as you approach the crease, but don't commit to a shot angle until the last minute, which gives you the best read on his position.

NBA Live Continues To Bury the Competition

NBA Live '97

Genesis

By Johnny Ballgame

The best just keeps getting better. NBA Live '97 improves on this already classic series with new play options and cleaner graphics while maintaining the most insane, intense b-ball action this side of Madison Square Garden. From baseline to baseline, Live '97 is the best 16-bit basketball game yet.

PROTIP: During the shootout, you'll score more points with shots closer to the basket.

PROTIP: If you pass the ball inside to a threat like Kemp, you can pass back outside for a better look at a three.

Shaq at the free-throw line…better concentrate if you want to make it!

Van Excellent Ingenuity

Live '97's All-Pro list of features scores big with Season, Playoff, and Exhibition games; every NBA team; a create-a-player feature; trades; custom teams; and some new rookies, including teen-age sensation Kobe Bryant. Play-calling is on-the-fly, and you have 8 offensive sets—including the Box and Isolation—and 16 offensive quick plays, like the Pick & Roll and Backdoor. You also have 6 defensive play options, along with the ability to switch player match-ups, double-team, or intentionally foul.

It's the fantastic new options, though, that will have you floating in NBA heaven. You can now select players from your favorite teams to battle it out in two-on-two or three-on-three half-court games. Or pick your favorite superstar to compete in the three-point competition or in an old-fashioned shootout, where two players are both given a ball to see who can score more points in the allotted time.

NBA Live '97 Tips

PROTIP: Don't give your opponent any open jumpers. Leap out at all his shots and try to block them.

PROTIP: If the defense thinks you're going to dunk and bunches people in the lane, fake them out with a fadeaway.

PROTIP: Penetrate the lane with your point guard and either dish to an open man or take it to the hole on your own.

PROTIP: Use the Pick & Roll to get your big man an easy layup.

NBA Live '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	5.0	5.0	ADJ (Adjustable)

Price not available
16 megs
Available now
Basketball
2 players

¾-overhead view
Replay value: High
ESRB rating: Kids to Adults

Starks Raving Mad

Graphically, an abundance of player details includes open shooters waving their hands in the air to call for a pass and smoother, more authentic jump shots than last year. Another new addition is a tiny box in the bottom corner of the screen that lets you see the score during gameplay—not just after every basket.

The crowd's roars and the sound of leather smacking the hardwood will make you feel like you're sitting courtside. There's plenty of PA music (maybe too much), and the announcer yells "Three!" when you sink one from beyond the arc.

Love Shaq

NBA Live '97 is the quintessential basketball title on the Genesis and is worth every penny for both the seasoned veteran and the hoops rookie. You'll be called for a flagrant foul if you let it pass you by. ■

NFL Quarterback Club '97

By Dr. Zombie

PlayStation

NFL Quarterback Club '97 delivers this gridiron series to the PlayStation with a solid effort in terms of features and gameplay. Shortcomings in the graphics and sound, however, keep QBC behind the current powerhouse of football, Madden '97.

New and Improved

QBC improves upon its predecessors on other game systems with new features such as the ability to create your own roster from more than 1500 actual NFL players, 50 historic simulations, quarterback signature plays, the ability to Super Substitute by inserting any player into any position, and more than 40 camera views.

The graphics and game diagrams are also impressive, and trash-talk taunts by the defense are fun to hear. Stat fans will high-five the huge menu of customizable options and features.

NFL Quarterback Club '97 by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	4.0	3.5	ADJ (Adjustable)

$59.99
Available now
Football
8 players (with adapter)

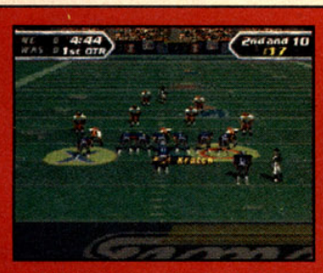
Multiple views
Replay value: High
ESRB rating: Kids to Adults

A Few Steps from Greatness

Although QBC enjoys a slicker graphical presentation on the PlayStation than on any other game system, the players don't scroll smoothly and the animation is choppy. Ballplayers congeal into a mush of pixels when they collide, which makes it difficult to follow the ball carrier. No matter how many great features are on tap, a game's enjoyment is limited if its graphics are distracting.

The presence of QBC's main competition, Madden '97, cannot be denied, and indeed Madden stands as the clear favorite in direct comparison. If you're into smart shopping, rent both and compare before you buy. If not, stick with Madden as the starter. ■

QB Club '97 Tips



PROTIP: Use the Check Receiver option when lining up to see which players face immediate man-to-man coverage.

PROTIP: Ball and clock control are the keys to a successful offense. Save time-outs by playing close to the sidelines and running out of bounds.

PROTIP: The longer the pass play you call, the longer the quarterback must drop back and wait for the play to form downfield.

VR Golf '97

By Air Hendrix

PlayStation

VR Golf tees off on the PlayStation with a solid debut effort. Although PGA Tour '97 remains firmly at the top of the leaderboard, VR Golf '97 trails right behind it with respectable gameplay and standout graphics of the courses.

Drive for Show

Like PGA, VR Golf offers two challenging 18-hole courses, but unlike PGA's, these courses and players aren't PGA-licensed. The fantasy players and courses work just fine, though, and VR shines with a huge list of modes that includes Stroke, Skins, Match, Fourball, and more. Other golfing standards like gimmes, mulligans, draw, and fade made the cut, but overall, PGA's feature set is more comprehensive.

The controls will instantly feel familiar to golf fans. A colored arrow enables you to pinpoint your aim, and a circular swing meter lets you peg your accuracy and power. But putting's too simplistic—just line up the arrow and tag the accuracy, and it plunks in every time.

VR Golf '97 by VR Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	ADJ (Adjustable)

Price not available
Available now
Golf
4 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

Putt for Dough

Graphically, the gorgeous course backgrounds shine with an unprecedented 3D look, and the vast camera angles enable you to scope out every detail. But the smoothly moving players look far too elongated, which detracts from the realism.

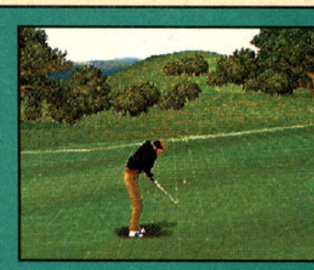
As for sounds, Pat O'Brien calls the play-by-play with accurate and often amusing commentary, though he does repeat himself a bit. The sound effects do their duty throughout each hole.

For golf pros who have conquered PGA, VR Golf stands tall as a strong backup. Despite its quirks, this game delivers solid golf action. ■

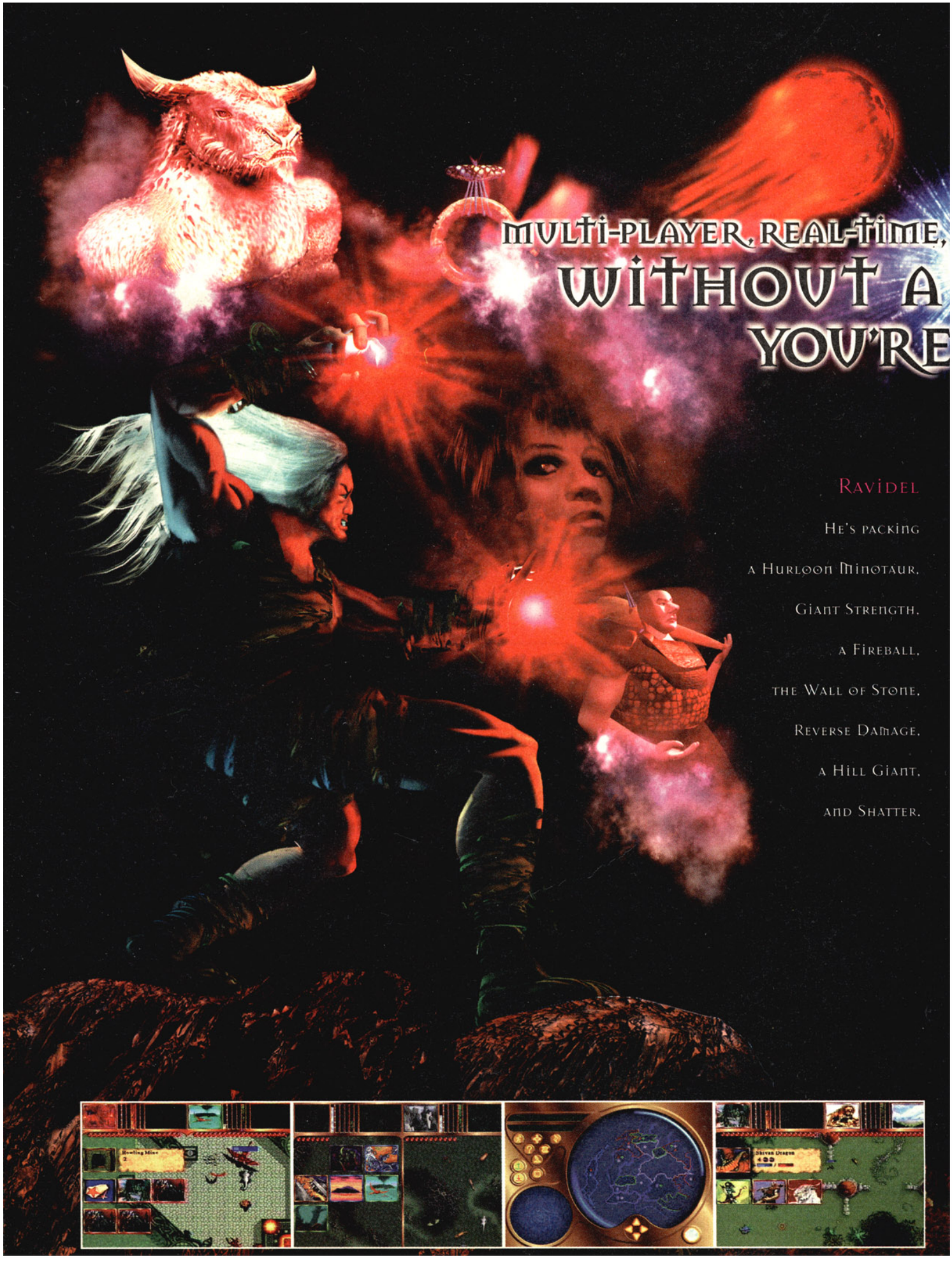
PROTIP: Score an easy birdie on par-5 holes by overpowering your drive to get huge distance off the tee. Then use your 3 Wood to get on the green in two shots.

VR Golf '97 Tips

PROTIP: On tricky shots, slightly underpower your swing—you get much better accuracy in return.



PROTIP: The key to draining long putts is nailing the accuracy tick mark dead-on.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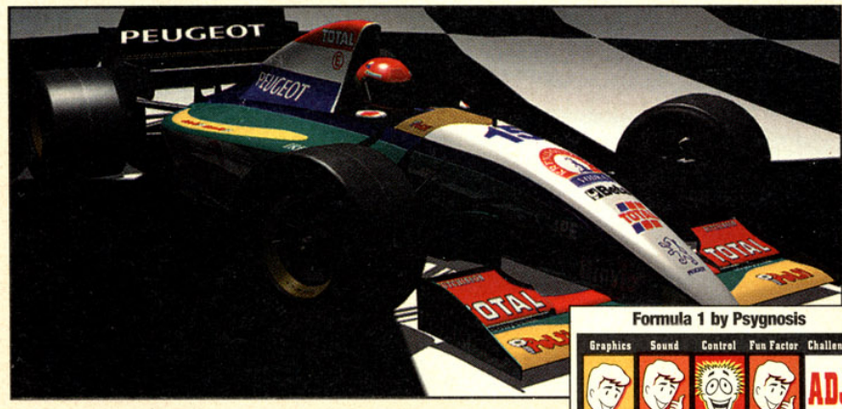
Formula 1

By Air Hendrix

PlayStation

As racing heats up on the PlayStation this fall, Formula 1 brings Europe's favorite motor sport to life. Andretti Racing still places first for raucous multiplayer arcade action, but hardcore racing fans will love F1's impressively deep, adrenaline-soaked gameplay.



Formula 1 by Psygnosis

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.5	5.0	4.5	ADJ (Adjustable)

Price not available
Available now
Racing
2 players (with link cable)
17 tracks
6 views
Replay value: High
ESRB rating: Kids to Adults

Fun Formula

F1 delivers one of the most comprehensive feature lists ever seen in a console racing game. Gamers choose from 35 drivers, 13 teams, and 17 tracks—all licensed by their real-life counterparts from the 1995 F1 season. The flag drops in either the easier, less-realistic Arcade mode or the exacting sim-style Grand Prix mode, but both offer Exhibition or Full-Season action. The lone shortcomings are the infuriating absence of an onscreen course map and the century-long load times.

What makes this game so rich in detail, though, is the way it adapts to offer a challenge for all levels of racers. Of course, you can adjust your tire type, fuel load, downforce, and so on before each race or in the pit. Novices can also turn on all kinds of steering and braking aids to help them master the demanding F1 style. Pros can face pouring rain, 74-lap races, rigorous sim-style handling, and pit stops.

Throughout, the excellent controls provide a superb reproduction of F1's high-speed, low-riding action. These races are all about setting up the perfect line through a turn in order to maintain maximum speed. If you have the skill to do it, the controls provide the way.

PROTIP: Check behind you on straightaways or just after tight turns so you can defend against passing attempts.

PROTIP: Bumping into opponents may temporarily put you ahead, but it almost always kills too much speed. Steer clear of other cars and develop smart steering skills to get by.

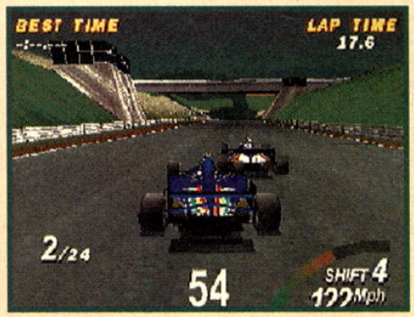
Hot Rods

Visually, F1 places well with sharply detailed cars, a great sense of high speed, and a huge lineup of cool camera angles. The courses sport a solid 3D feel, though they're a little on the plain side. Even worse, the whole show's plagued with break-up problems.

F1's sounds will make your speakers shudder with roaring crowds, the shrill whine of engines, and squealing tires. Only the announcer falls short with commentary that's accurate but seriously annoying.

Race Report

If multiplayer fender-crunching mayhem is what you demand from a racing game, line up your wheels on Andretti's starting line. But if one-player, in-depth, precision racing revs your engines, spend your cash to enter F1's high-octane race. ■



PROTIP: Drafting gives you a speed burst as you pass an opponent: Hug their wheels and only swing out when you have the acceleration to pass.

Formula 1 Tips

PROTIP: F1 racing is all about hitting turns on exactly the right line at exactly the right speed, so prepare by memorizing the course layout before you race.

PROTIP: In Arcade mode, you can often get away with cutting corners to get a cheap jump on the pack.

PROTIP: If you're losing control on a turn, stopping costs less time than going off the track.

PROTIP: If you're slightly off the line on a turn, try releasing the gas before braking so you'll be less likely to skid out.

VR GOLF TIP 5

HIT THE PRACTICE GREEN TO AVOID ADDITIONAL STROKES. ESPECIALLY THOSE OF THE LIFE-THREATENING VARIETY.

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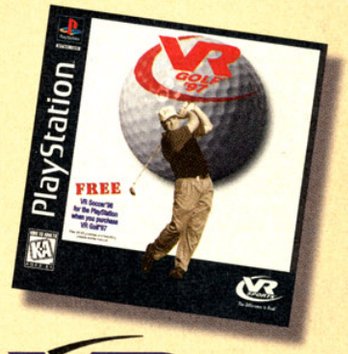

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PlayStation.

CD ROM DOS VERSION

Gremlin

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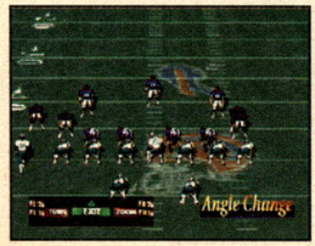
Tecmo Super Bowl

By Dr. Zombie

PlayStation

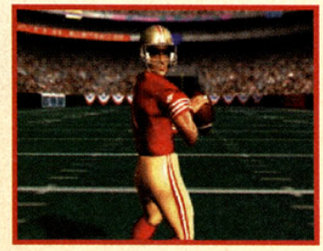
Tecmo's long-running football series was a mainstay of 8-bit and 16-bit systems. Unfortunately, its first entry into the 32-bit arena, Tecmo Super Bowl, does nothing to capitalize on the new technology of the PlayStation.

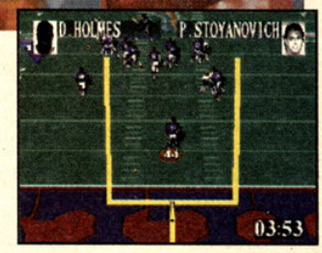


PROTIP: The upfield, behind-the-quarterback view is more useful than the horizontal sideline view in surveying defensive formations.

An opening video montage and an average soundtrack suggest that this is a next-gen game, but don't be fooled. The actual gameplay, graphics, and control look and play like a mediocre 16-bit football game at best. Awkward animation, poorly rendered characters, obscure play diagrams, a clumsy control interface, and lackluster sound effects all make Tecmo Super Bowl less than "super"—more like a Tampa Bay/Jets matchup.

With marquee players such as Madden NFL '97 and NCAA GameBreaker on the PlayStation field, don't bother with this sub-rookie effort. ■





PROTIP: On kickoff returns, don't run too close behind the wedge—give it time to create openings for the ball carrier.

Tecmo Super Bowl by Tecmo

Graphics	Sound	Control	Fun Factor	Challenge
1.5	1.5	2.0	1.5	ADJ (Adjustable)

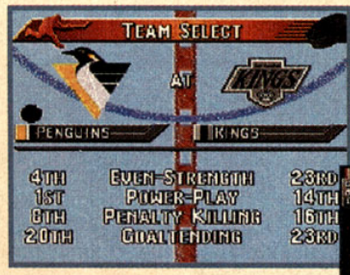
$59.99
Available now
Football
4 players (with adapter)
Multiple views
Replay value: Low
ESRB rating: Kids to Adults

NHL '97

By Major Mike

Super NES

The yearly offering of an NHL title for the fading 16-bit SNES is upon us. However, instead of supplying sharp new features as the Genesis version did, this NHL '97 is almost identical to last year's fine offering. It has the same gameplay engine and options; the only real change is in the updated rosters.



NHL '97 by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
3.0	2.5	3.5	3.0	ADJ (Adjustable)

$69.95
12 megs
Available November
Hockey
2 players
Overhead view
Replay value: Medium
ESRB rating: Kids to Adults

Using an overhead view, NHL'97 has exciting gameplay marred only by slightly loose controls. The graphics are clean, but the players' movements are choppy and it's hard to gauge exactly where the puck is going at times. Organ chimes along with faint on-ice sounds and an intelligible announcer comprise the audio track.

PROTIP: To fool opponents, make a break with the puck and head for the goal—opposing players will swarm you. Then, at the last instant, pass the puck to a teammate, who will have a better chance to score.

PROTIP: When you're in possession of the puck, get past opposing players with the Spin-o-Rama (tap the top Right button).

NHL '97 isn't a bad game, it just isn't a new one. Fans expecting a dramatic upgrade will be sorely disappointed. ■

NASCAR Racing

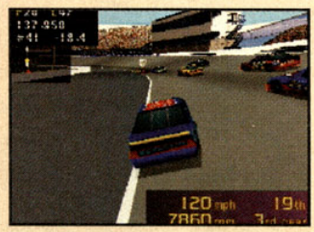
By Dr. Zombie

PlayStation

NASCAR Racing comes equipped with a trunkload of features to create a realistic racing simulation. However, this game will appeal more to diehard racing aficionados than to the casual gamer cruising for speed and action.

PROTIP: Your tires are key. Constantly monitor tire temperature and pressure to gauge when you need a pit stop.

Sierra put a lot of horsepower into authentic touches such as the abilities to race governed by real-life physics, to communicate with your pit crew, and to thoroughly fine-tune your car by setting everything from individual tire pressure to gear ratios. The gameplay focuses on strategy and endurance as much as actual driving, for you must tackle at least 32 laps in each race. The graphics, animation, controls, and sound effects are adequate, but NASCAR doesn't surpass top racers like Andretti Racing.



PROTIP: Always try to pass opponents and navigate turns on the inside of the track to avoid being jammed into the walls.

NASCAR fans will eat this game up, but casual drivers will be satisfied to just rent it for a couple laps. ■

NASCAR Racing by Sierra On-Line

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.0	3.5	3.5	ADJ (Adjustable)

$54.95
Available now
Racing
1 player
Multiple views
Replay value: High
ESRB rating: Kids to Adults

NFL™

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tension-soaked,

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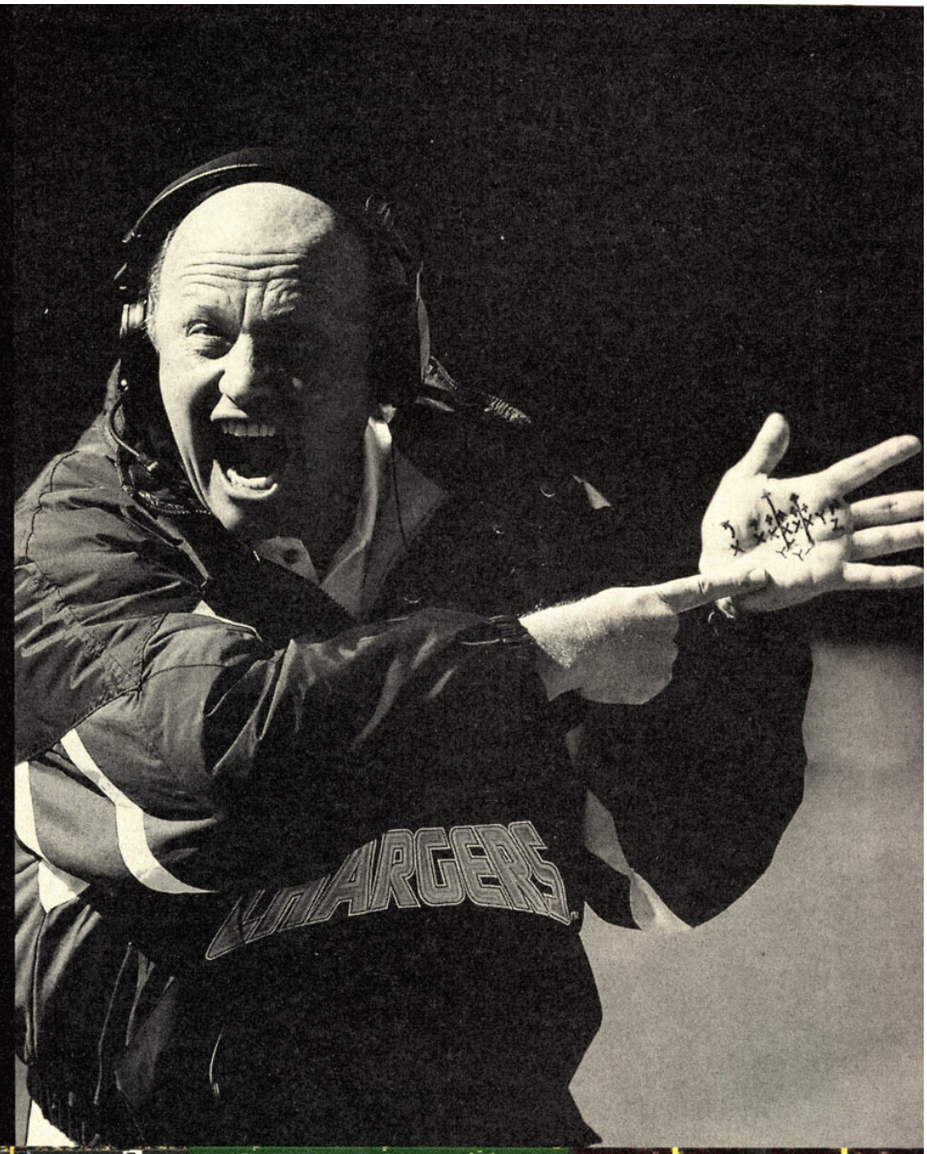

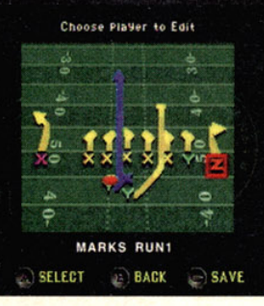

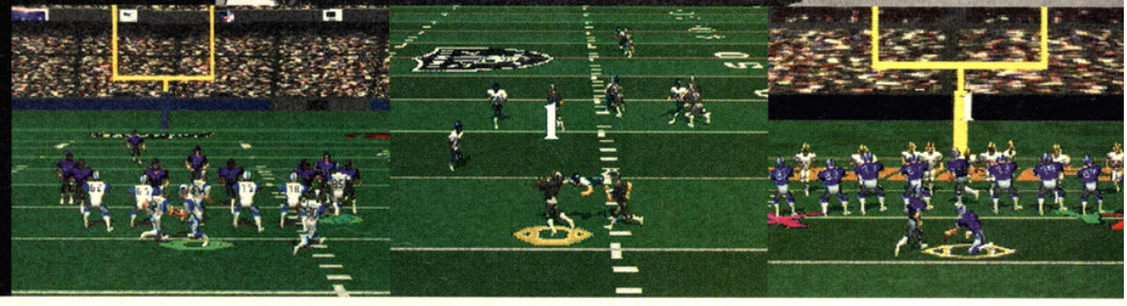

NFL '97's exclusive Play Editor feature lets you design your own plays and run them with any offense in the NFL.
So you're offensive coordinator, you're head coach, you're in charge of all 1,500 NFL players. Now all you need is the game.
Sega Sports™ NFL '97. Play football like real football players play football. Only on Sega Saturn.™

NFL97

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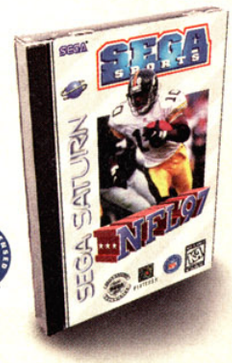
www.sega.com

1 to 2 player game unless used with 6player adaptor



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NBA Live '97

By Dr. Zombie

Super NES

Don't slam-dunk that SNES just yet, sports fans. You'll want to save it for the nonstop hoops action of NBA Live '97. As usual, EA delivers detailed graphics, sharp animation, authentic NBA teams and players, and a basketful of customizable options, making this the best SNES b-ball action ever.

If It's in the Game...

In Live '97, EA Sports has created an impressively comprehensive simulation with enough options and features to deliver a satisfying gaming experience for basketball diehards and novices alike. You control every aspect of the game, setting rules, custom-creating your own players and teams, and calling plays on the fly.

All 29 NBA teams and over 300 actual players and their stats are included. New features include entertaining two-on-two and three-on-three practice modes, shootout competitions, and improved TV-style presentation of current game stats and player info.

Hit the Paint

The graphics are razor-sharp with plenty of individual player animation, and all players are featured prominently onscreen. Authentic touches such as home team logos at center court, animated sideline billboards, and Dennis Rodman's bleached-blond hair add to the realism (the shattering backboards aren't realistic, but they're cool anyway). You'll appreciate the animated play diagrams demonstrating each player's moves.

The controls are tight, with zero delay between your thumb and the screen. Sound effects are clear and consistent with what you would expect at a game.

What more do you need to know? Let's hit the paint!

NBA Live '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	4.5	ADJ (Adjustable)

$59.99
16 megs
Available November
Basketball
5 players (with adapter)
¾-overhead view
Replay value: High
ESRB rating: Kids to Adults

NBA Live '97 Tips

PROTIP: Don't always rush the basket. Sometimes it's better to wait behind the three-point line to allow offensive formations to develop.

PROTIP: Don't attempt a turbo dunk unless you have a clear path to the hoop.

PROTIP: Remember to keep the weight proportional to the height of your customized creations, or they won't be very effective.

FIFA Soccer '97 Gold Edition

By Coach Kyle

Genesis

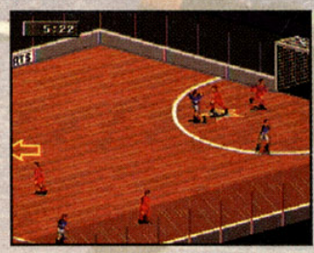
FIFA Gold plays great, looks great, and will blow you away—if you've never played a FIFA game before. If you have, it's much like the FIFAs you've always played, right down to the scratchy Genesis sounds.

The gameplay and controls are as awesome as ever. The most significant new feature of Gold is an indoor mode. In addition to playing with thousands of international players outdoors, you now can bang balls off the boards.

The other noticeable change is in the graphics. Although the FIFA players seem to be shrinking slightly over the years, they now move more fluidly than ever.

FIFA newcomers—buy now. This game sets a new Gold standard. FIFA regulars—rent first to see if the changes warrant a purchase.

PROTIP: Unless you've mastered the game, the CPU is better in the net.



PROTIP: If you have the ball near your goal with defenders on you, press Button C to clear it.

FIFA Soccer '97 Gold Edition by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	3.5	4.5	4.5	ADJ (Adjustable)

$59.99
16 megs
Available November
4 players (with adapter)
¾-overhead view
Replay value: High
ESRB rating: Kids to Adults

FIFA Soccer '97 Gold Edition

By Weekend Warrior

Super NES

There's still action on the SNES! EA Sports has updated its popular soccer series with FIFA Gold.

Fans of earlier versions will recognize the same numerous options and attention to detail that made previous FIFAs bestsellers. New improvements include an indoor mode, enhanced graphics and new music, plus over 3000 actual players from 12 international leagues.

FIFA Gold features a locker full of options and customizable features to make it accessible to gamers of all levels, whether they're soccer-heads or not. Current owners of FIFA '96 may find this version a little redundant and should rent before buying. However, rookies will score high with this purchase.

PROTIP: Always slide tackle in front of the ball carrier.

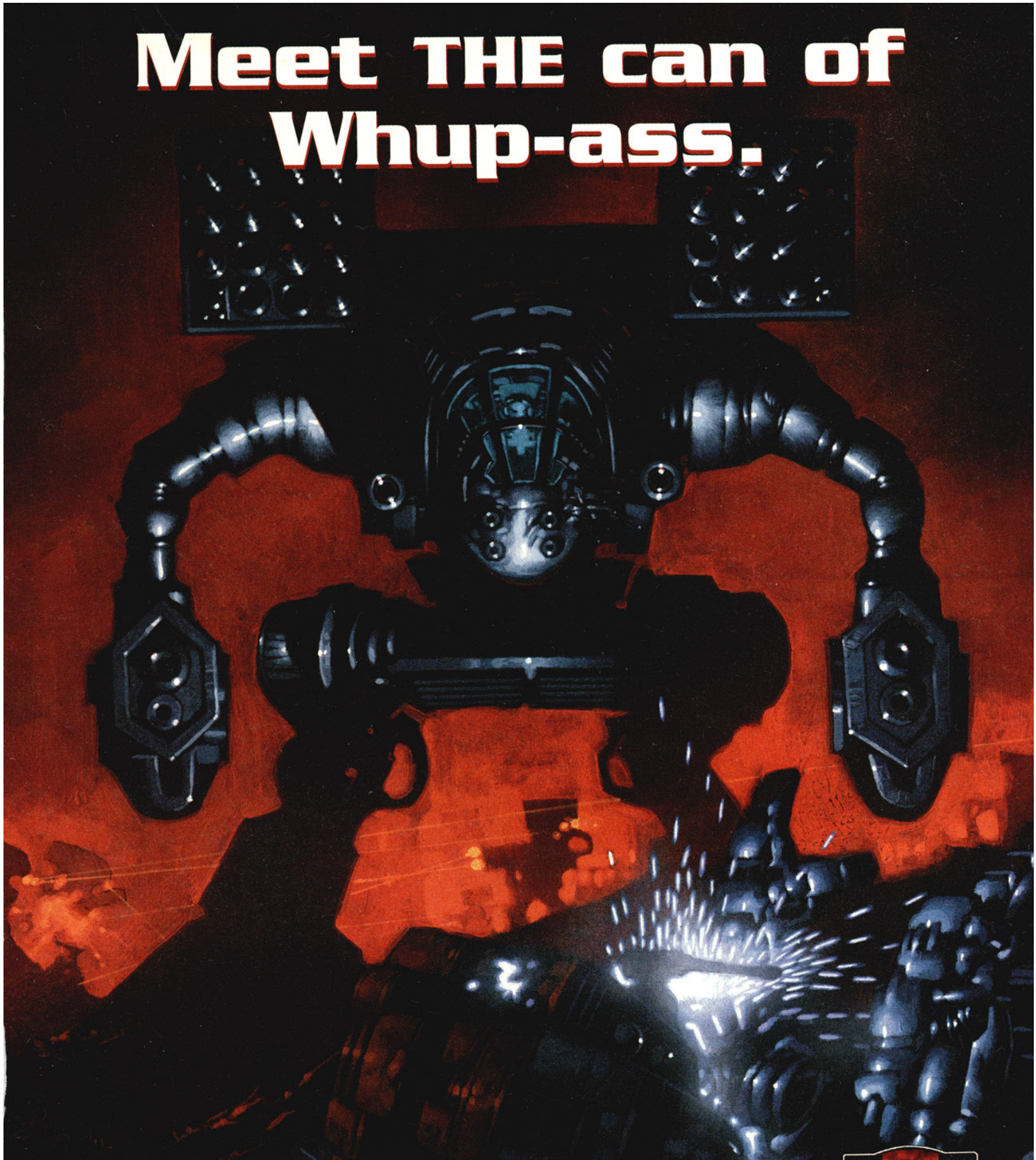
PROTIP: Choose the 4-3-3 formation for the most balanced coverage.

FIFA Soccer '97 Gold Edition by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	ADJ (Adjustable)

$59.99
16 megs
Available November
Soccer
5 players (with adapter)
Replay value: High
ESRB rating: Kids to Adults

Meet THE can of Whup-ass.



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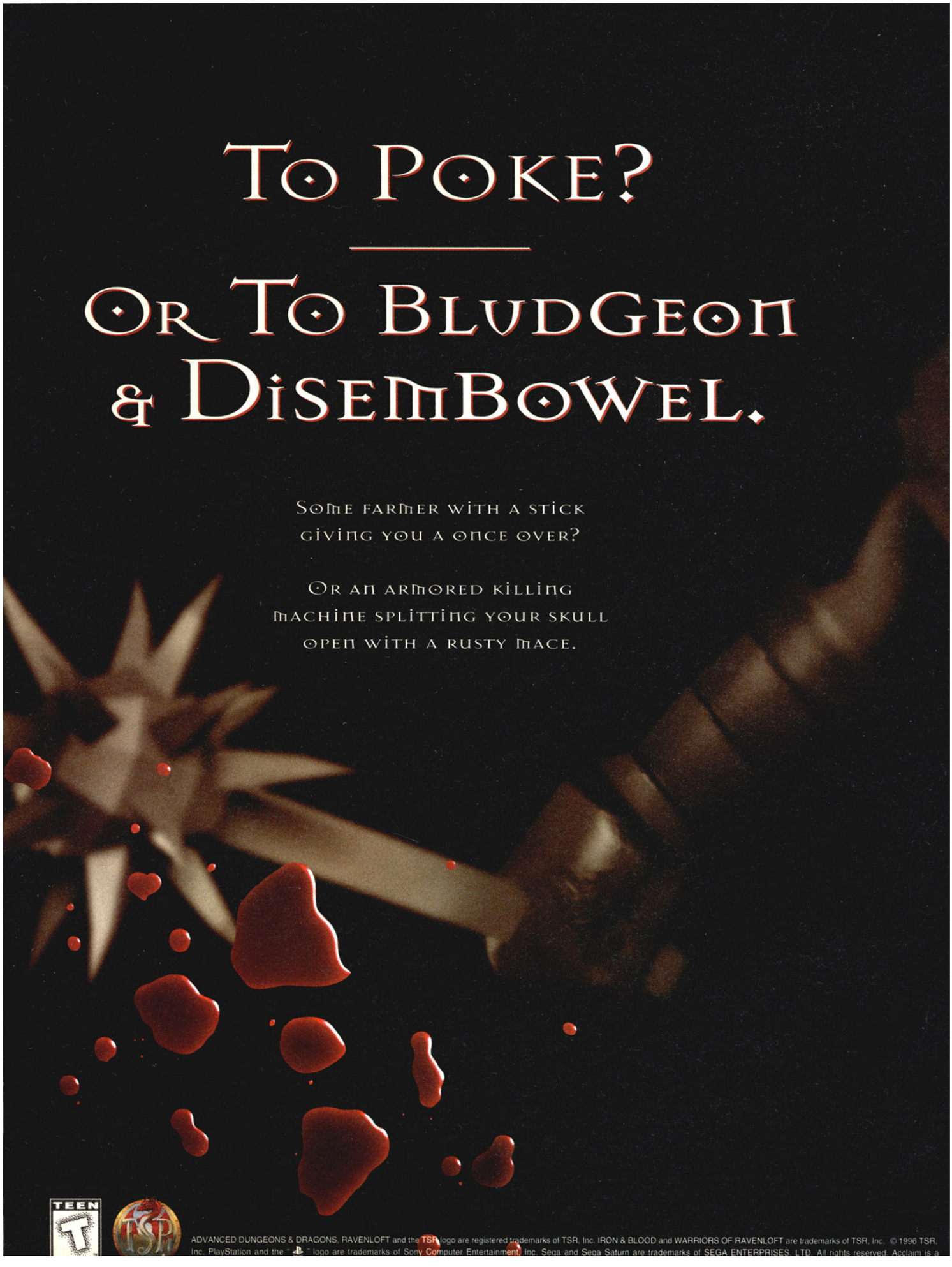

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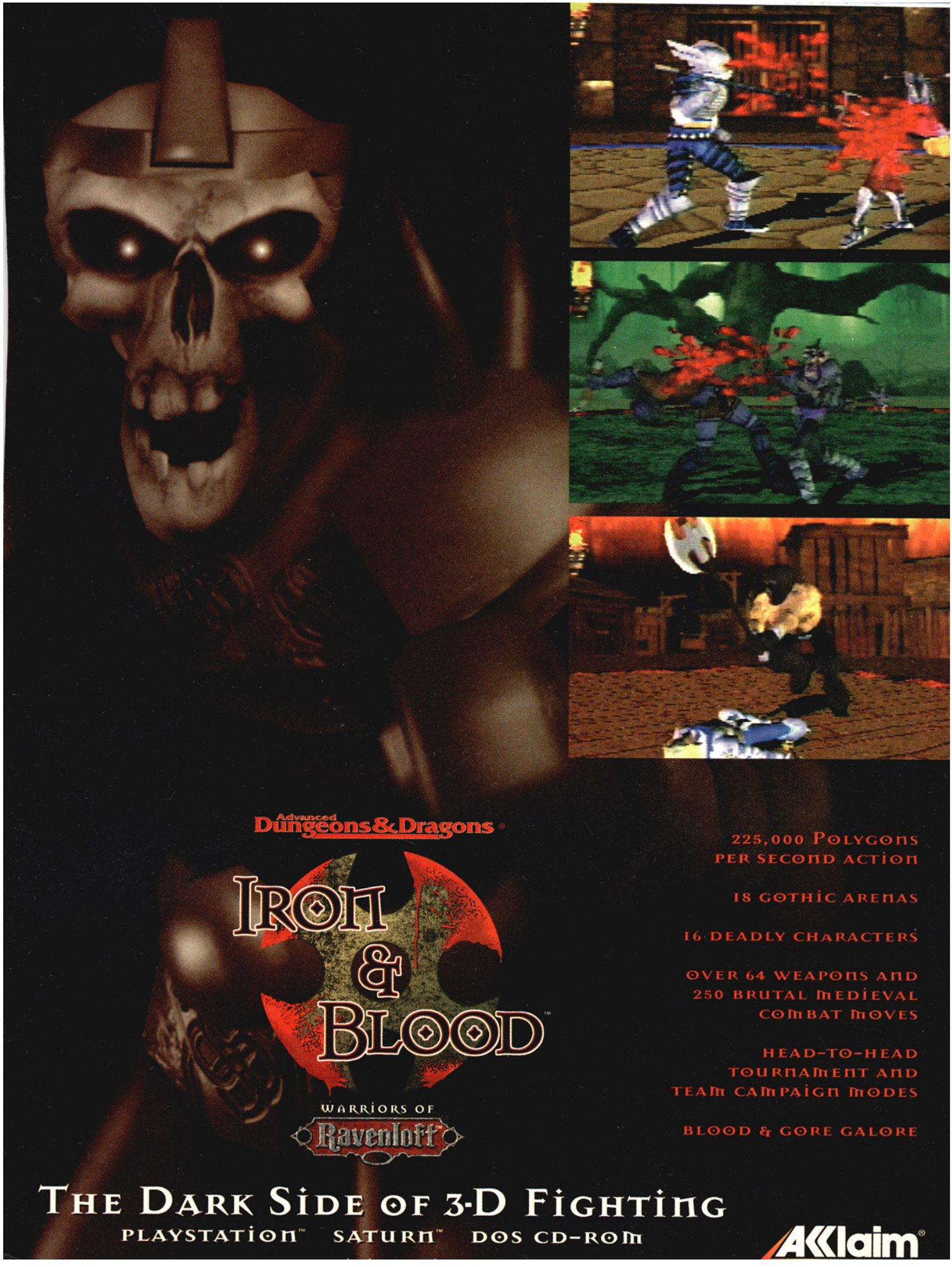
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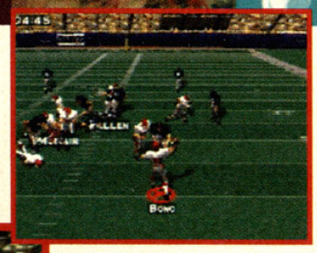
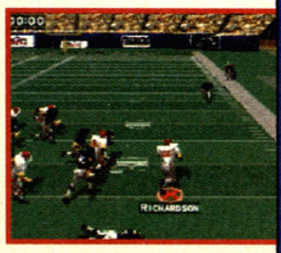
NFL GameDay '97

PlayStation

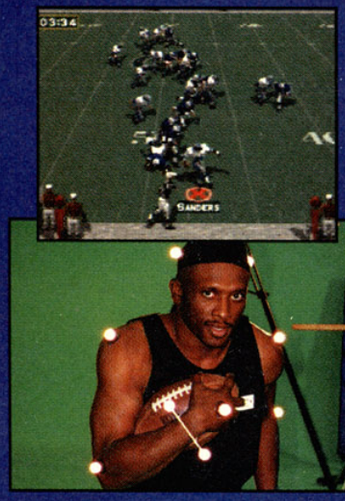
By Johnny Ballgame

NFL GameDay returns to the video game gridiron looking stronger than ever with an All-Pro lineup of new features, smoother gameplay, and innovative player moves.

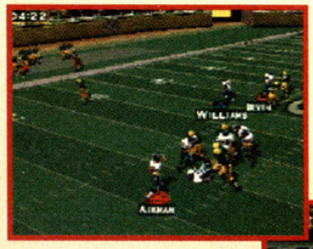




Graphics

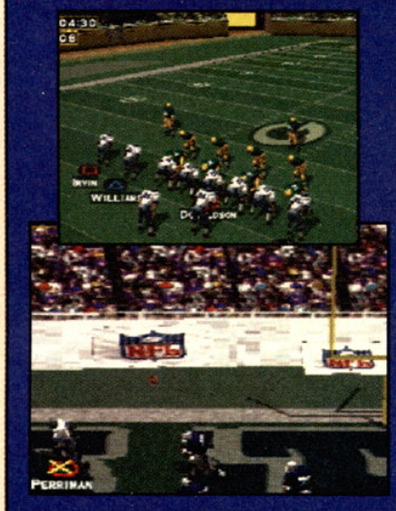


Sony motion-captured the acrobatics of Oakland's Tim Brown, and says that this will enable them to offer the most fluid animation of any football game around. GameDay '97 will run at 30 frames per second, which is over 50 percent faster than last year's game. Player's numbers are visible on the backs of their jerseys, and if you get knocked out of bounds, you can cream coaches on the sideline.



Developed and published by Sony
Available November
70% COMPLETE

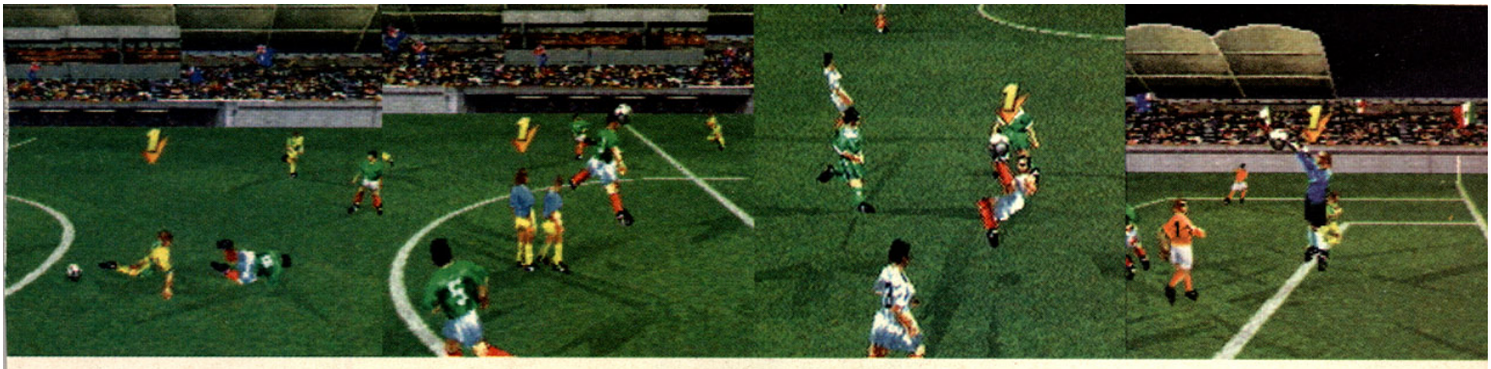
Moves



Authentic NFL action allows offensive players to make one-handed catches, dive over piles, spin, and juke. New this year is a passing meter that determines the speed of each throw and allows QBs to overthrow or underthrow the ball depending on the coverage. On defense gamers can use forearm shivers, swim moves, and both high and low dives to stop the ball carrier.

Features

All 30 NFL teams are selectable, along with past greats and Pro Bowl squads. You have over 500 plays at your disposal, along with the ability to trade, draft, and create players. There is even the option to change the AI's IQ to anywhere from 80 to 160, depending upon how smart you want your computer opponent to be.



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KIDS TO ADULTS

1 TO 4 PLAYERS

1 to 2 player game unless used with 6Player™ adaptor

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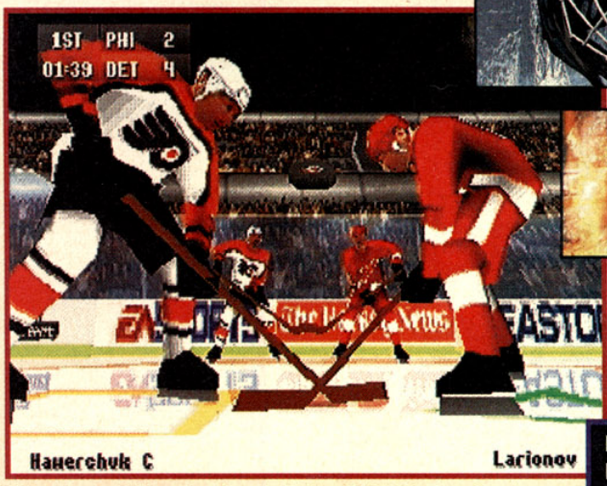
NHL '97

PlayStation

By Air Hendrix

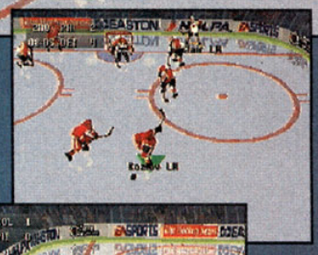


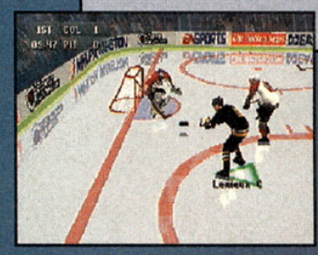
Developed by Visual Concepts
Published by EA Sports
Available November

90% COMPLETE

EA's classic NHL series has held the 16-bit Stanley Cup for years, and now it's finally ready for its first 32-bit appearance. With cool graphics and its trademark addictive gameplay, NHL '97 looks like a solid player.

Graphics



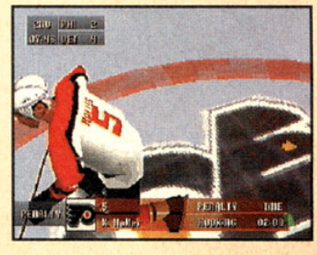


Even before the season kicks off, NHL '97's graphics already outshine those of Powerplay '96 and Faceoff '97. Highly detailed, fully 3D polygonal players skate with eye-catching realism and fluidity, and nice details like the names on the backs of the jerseys and real-life goalie masks add to the authenticity. Nine fresh camera angles, video clips starring John Davidson and James Brown, and TV-like commentary between periods top off the package.

Features and Controls

For hockey fans, the big battle this fall will be NHL '97 versus Faceoff '97, and although it's still too early to pick a winner, NHL looks like it'll rank near the top. 16-bit pros will find all the familiar features, including the real-life players and teams; two All-Star teams; Exhibition, Season, Shootout, and Playoff modes; trades and player creation; and fighting. Although the signature moves for star players make for cool arcade fun, coaching strategies were axed late in the development cycle, which leaves NHL '97 trailing its competitors as far as feature depth goes. Hopefully, its gameplay will be tight enough to close the gap.

NHL pros will find the controls comfortable and familiar. On the stick, you'll find all the top moves, including fake shots, drop passes, one-timers, spins, quick stops, and hitting the ice to block shots. Skating and stick-handling are improved from the 16-bit games with a more lifelike feel that augments the realism.

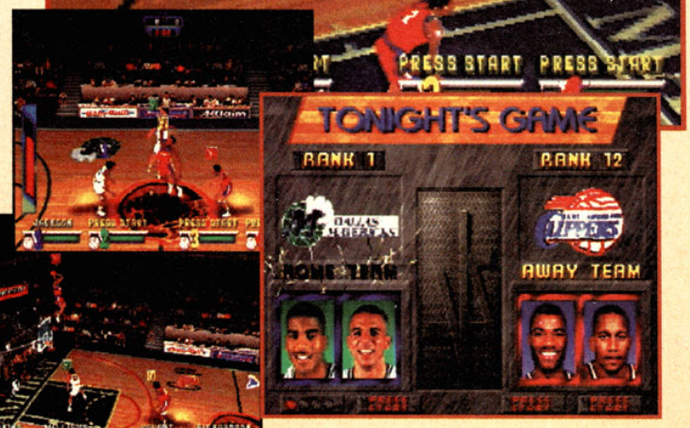


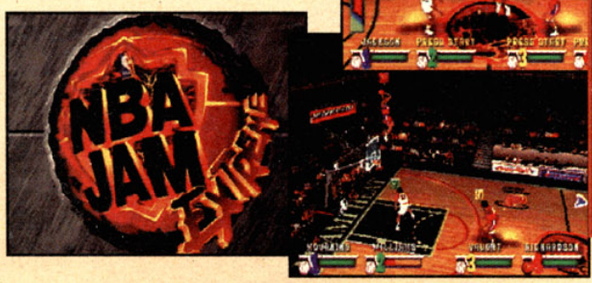
SPORTS INSIDER PREVIEWS

NBA Jam Extreme PlayStation

HANDS-ON

Slammin' and jammin' return to the PlayStation in a big way with this good-looking arcade conversion. Extreme sets you up for four-player two-on-two dunkathons with all the NBA teams and most of the pro stars. New to the home Jam experience is the Extreme button, a high-speed feature from the arcade game that enables you to shift players into an extra gear. The version we tested played fast and smooth, but the rosters were only updated to last April; hopefully Acclaim will be able to incorporate the summer's big Phoenix/Houston trade and other preseason roster moves.—Coach Kyle





Developed and published by Acclaim
Available December
50% COMPLETE

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NBA Hangtime

Nintendo 64

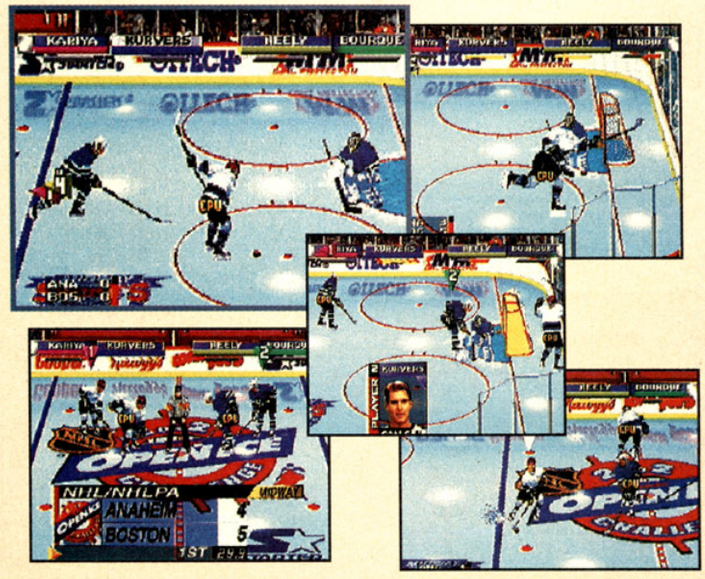
A Jam-style two-on-two dunkfest, NBA Hangtime boasts 150 of the NBA's finest, pulling off god-like, high-flying moves they only wish they could perform in real life. Players somersault in the air, double-dunk, throw multiple alley-oops on the same play, and knock each other dizzy. You can create your own player and build his attributes by winning games, and when you defeat all the NBA teams, you play against special teams that combine some of the greatest players. —*Johnny Ballgame*

Developed and published by Midway Home Entertainment
Available December
10% COMPLETE

NHL Open Ice

PlayStation

Open Ice skates straight from the arcades to the PlayStation with that same raucous two-on-two action that made NBA Jam a classic. Playing with up-to-date rosters that include all the NHL players, gamers duke it out with simple but effective controls that supply passes, shots, checks, turbo, and more. Scoring three goals sets your player "on fire," and of course tons of codes unlock secret players and power-ups. Graphically, the game's remarkably close to the arcade version, and even at this early stage, Open Ice is a blast.—*Air Hendrix*

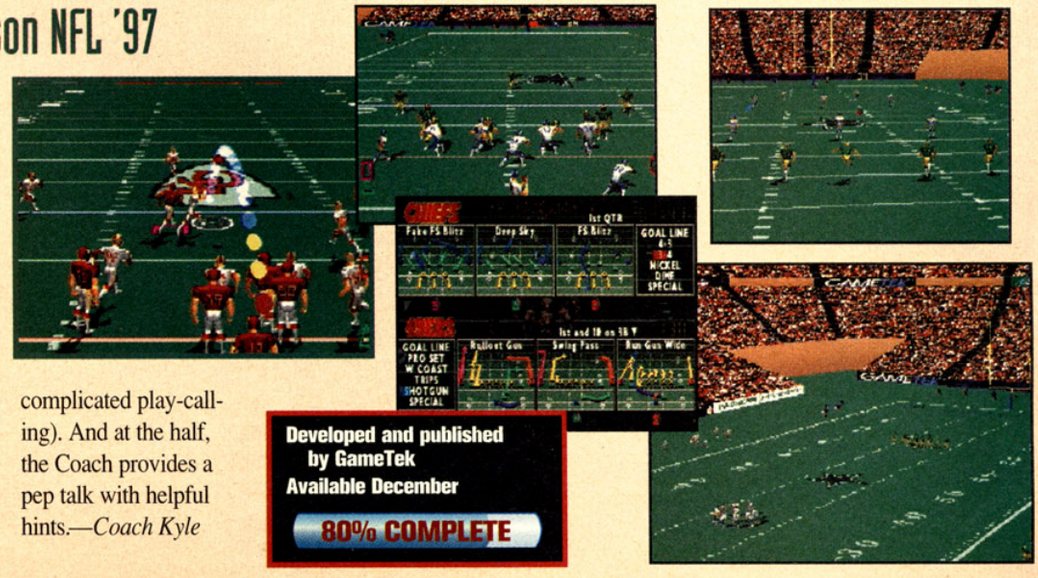


Developed and published by Midway Home Entertainment
Available November
40% COMPLETE

Jimmy Johnson NFL '97

PlayStation

Some of the game designers who worked on NFL '95 and Madden jumped to a new team, GameTek, to make that company's first football game. Jimmy Johnson NFL '97 is an eight-player game with a stadium full of features like trades, variable weather, and full-season play. Among the teams are some hidden squads, including JJ's own personal faves. The strategy is sophisticated, but you can call plays in just one step (unlike Madden and QB Club's more complicated play-calling). And at the half, the Coach provides a pep talk with helpful hints.—*Coach Kyle*



Developed and published by GameTek
Available December
80% COMPLETE

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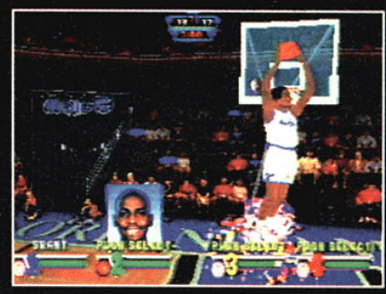

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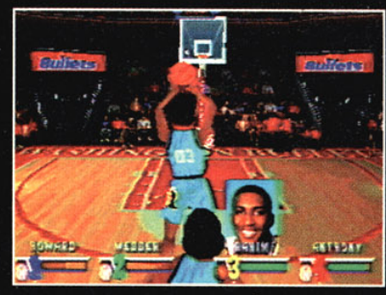

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ROLE-PLAYER'S REALM

PlayStation

Deception

By Art Angel

Just when you thought Tecmo developed only sports games, along comes Deception, a first-person RPG with an engaging story line and innovative gameplay. Add in its great sounds and nasty monsters, and this eerie, heart-stopping RPG keeps you suspended in terror.

Tricks 'n' Traps

What makes Deception's gameplay unique is the lack of traditional weaponry. You play as a crown prince who makes a pact with Satan to keep from being burned at the stake. Armed only with traps (such as spikes and cages), you battle on Satan's behalf and eventually try to turn the tables on him. As you progress, Satan gives you more powerful traps and the magical ability to create vicious monsters who will vanquish enemies for you.

Unlike other RPGs, in Deception your confrontation with each enemy is unique. Initially you use different masks to coerce invaders into the traps that will confuse, maim, or capture them. Later in the game you can use the monsters, especially as they grow stronger and gain experience with each victory.

The Sound of Suspense

Much of Deception's intensity comes from its outstanding sound. The eerie background music works with terrific sound effects like footsteps, screams, and creaking doors to create a cohesive atmosphere that is pure suspense.

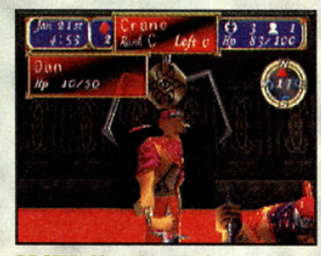
The graphics are almost as good. Although some of the 3D rendering is blocky, overall the first-person graphics are quick, crisp, and detailed (note the entertaining expressions on the faces of your enemies as they stir in your traps). While more shading and variety would have added depth to the castle's bland rooms, the truly frightening monsters more than compensate.

PROTIP: Early in the game, buy herbs from the lone merchant in the halls. You'll need their healing powers almost immediately.

PROTIP: Always pair your main trap with a confusion trap. This strategy enhances your chances of capturing invaders.

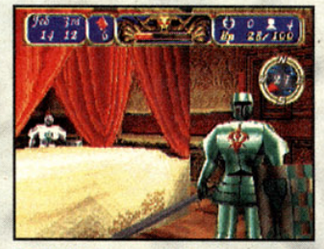
PROTIP: Use monsters sparingly. Only when a pesky invader is difficult to finish off should you send in a werewolf or zombie.

PROTIP: In Strategy mode, build bedrooms, which replenish your health, near your Power rooms.



PROTIP: If an invader's speed is helping them elude your traps, use pits and cranes to slow them down for capture.

PROTIP: If you're out of cash, choose merchants as your victims. They carry the most gold.



PROTIP: Be careful when resting in bedrooms, because invaders can still come in and harm you.

No Deception

Responsive controls make it possible for you to trigger your traps precisely when you need to. The controls also enable you to customize rooms as part of your strategy for trapping victims.

Deception is an excellent addition to the RPG market. It has something most other RPGs seem to have lost: originality. While other games follow the familiar Phantasy Star or Final Fantasy formats, Deception has an original story and unique gameplay. Deception may be the game other companies will follow into the future of RPGs. ■

Deception by Tecmo

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	4.5	4.5	INT (Intermediate)

Price not available
Available now
RPG
1 player

First-person view
Replay value: High
ESRB rating: Teen

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PlayStation

By Art Angel

ASCII Entertainment has released a sequel to last year's King's Field, a game that had a lot of problems (see the ProReview, April). KFII, unfortunately, has many of the same flaws. Minor cosmetic changes, such as larger maps, complex enemies, and expanded cut scenes, were made, but slow movement, unfair matchups, and dull gameplay continue to reign supreme in this ordinary RPG.

Bored of the Kings

Like last year's King's Field (which was called King's Field 2 in Japan), KFII has sluggish gameplay. As you walk around in a first-person perspective, you come upon plenty of rampaging monsters, but unfortunately everything onscreen looks like it's moving underwater. A melee round against a low-level creature can take up to five minutes to complete. Multiply that five minutes by the large number of encounters in the first level alone, and you'll quickly realize how interesting homework can be in comparison.

Once you're in a fight, your character's defense is frustratingly inept, making many small enemies way too powerful. For instance, a skeleton with a berzerker-like attack can defeat you with only one blow, while you need four hits to bring him down. Adding to the frustration is the hit meter, which takes too long to recharge.

Royal Ratings

Graphically, King Field's II is slightly better than its predecessor. The occasional screen breakup of the first game seems to have been fixed, and the magical special effects generate genuine "oohs" and "aahs." However, some shading, especially in the corridors of dungeons or castles, would have greatly complemented the rendered 3D graphics.

Sound has also been improved. Bone-chilling screams and original sound effects create a colorful sonic atmosphere. The intro, however, plays both music and dialogue, and the music basically drowns out the voices.

At best, King's Field II is a decent rental, because its slow gameplay gets more and more frustrating the longer you stay with it. At worst... well, hopefully the King has been deposed and won't be returning to this field. ■

King's Field II by ASCII Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.5	3.0	3.0	ADV Advanced

Price not available
RPG
Available now
1 player
First-person view
Memory card
ESRB rating: Not yet rated
Replay value: Medium

PROTIP: To defeat monsters without being hit, attack them from the side.

PROTIP: When you first enter the game, go across the bridge and to the other side of the wall. Get the armored boots from the chest to the right. But watch out for the trap....

PROTIP: Open chests and quickly retreat to avoid traps and other nasty surprises.

PROTIP: Search around carcasses and abandoned equipment for extra goodies.

PROTIP: Stand a safe distance away from your enemy when using particular spells so you're not caught in the blast area.

PROTIP: Discrepancies on the ground or on walls may be secret rooms and special items.

PROTIP: Make sure to look in barrels and other receptacles for special items.

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6.2 minutes

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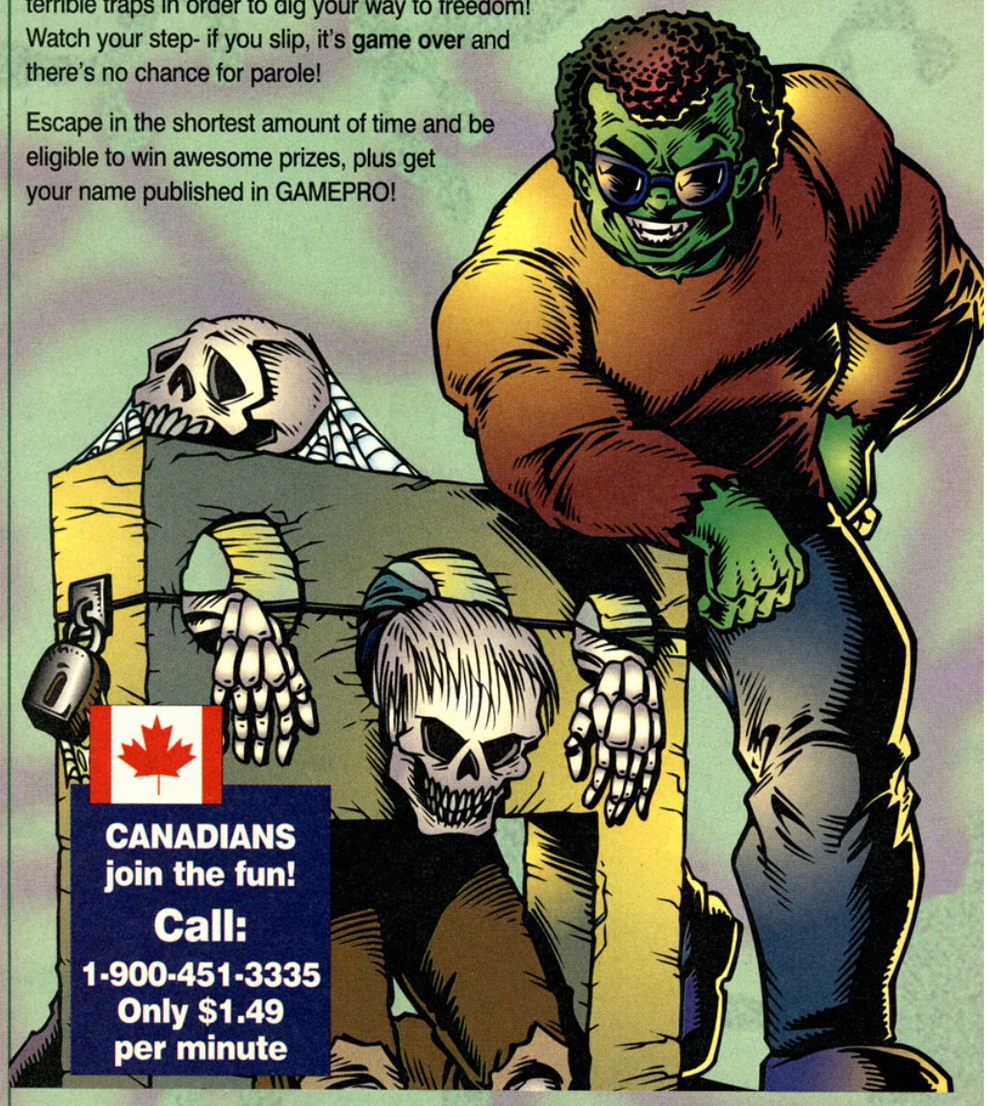

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ROLE-PLAYER'S REALM

Future Fantasies

A sneak peek at upcoming games for RPG fans!

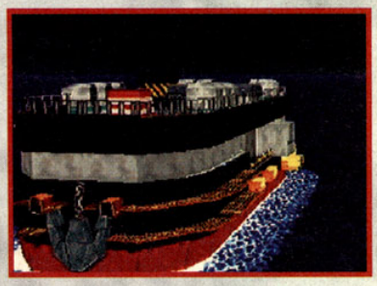
Dark Savior

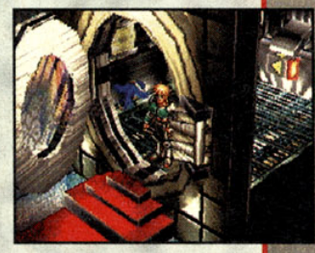
PlayStation

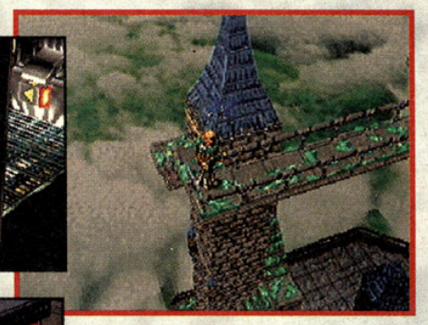
Caged in the cargo hold of a ship bound for prison is an evil being who's able to morph into the body of whomever he kills. The beast escapes and destroys everything and everyone on board. You play a bounty hunter who must find the monster.

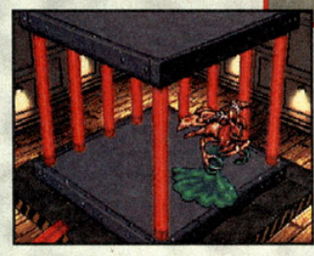
Using an angled-overhead view, Dark Savior takes you through the town and prison on Jailer's Island, where you face a wide range of prisoners and bosses before you confront your prey. This game is compatible with Sega's new 3D analog controller.

—Doctor Devon









Developed by Climax of Japan
Published by Sega
Available November

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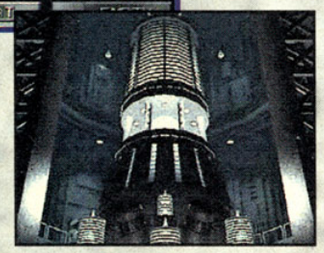
Revelations Series: Persona

PlayStation

Already a hit series in Japan, Revelations is finally available in the States. Persona, the first chapter in the series, has roots in the Megami Tensei games that hit the NES seven years ago. Atlus promises many chapters to follow.

In Persona, you don't automatically fight enemies when you encounter them. Conversations can draw them to your side and bring you new spells. The complex story line leads to battles with 300 demons as you defend your homeland. The title refers to the game's morphing sequences: Members of your party harness new powers by changing to new personas.

—Coach Kyle



Developed and published by Atlus
Available November

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CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true **play by play** commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has

a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see the interception again, and again, and again, and again.

NEW RECORDS & STATS

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only

game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

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Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)

PLAYERS INC

Your Final Doom

The "last" of the Doom titles hits the PlayStation! We take you through some of the hardest levels (including the entire Plutonia Experiment story) and show you the deepest secrets and trickiest traps.

By Major Mike

Note: This guide is based on playing the game on the Ultra Violence difficulty. Easier skill settings may differ slightly in terms of number of enemies.

Former Humans

Rifleman

The easiest to kill; uses a rifle. Drops a clip when you pop him.

Shotgunner

Tougher than the Rifleman, his shotguns packs a wallop—especially at close range. He gives you a shotgun upon death.

Chaingunner

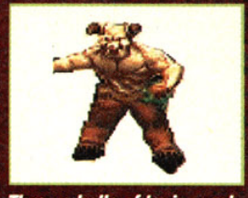
The toughest former human, this one's chaingun also makes him the deadliest.

Monsters from Hell

Imp

Scratches and spits fireballs.

Knight of Hell



Throws balls of toxic waste, and is hard to kill.

Pain Elemental

Spits Lost Souls.

Cacodemon

Flying blob that spits deadly fireballs.

Arachnotron

Walking spider with a plasma gun for firepower.

Lost Soul

Annoying little bastard; lunges at you suddenly and inflicts damage.

Revenant

Walking skeleton that fires guided rockets.

Baron of Hell

Same as his brother, the Knight, except tougher.

Mancubus

Slow-moving, but his two fireball-launching guns make up for it.

Demon

Walks slowly and likes to bite. Comes in both visible and semi-visible types.

Cyberdemon

The biggest and baddest of 'em all. Tall, tough, and carries a rocket launcher.

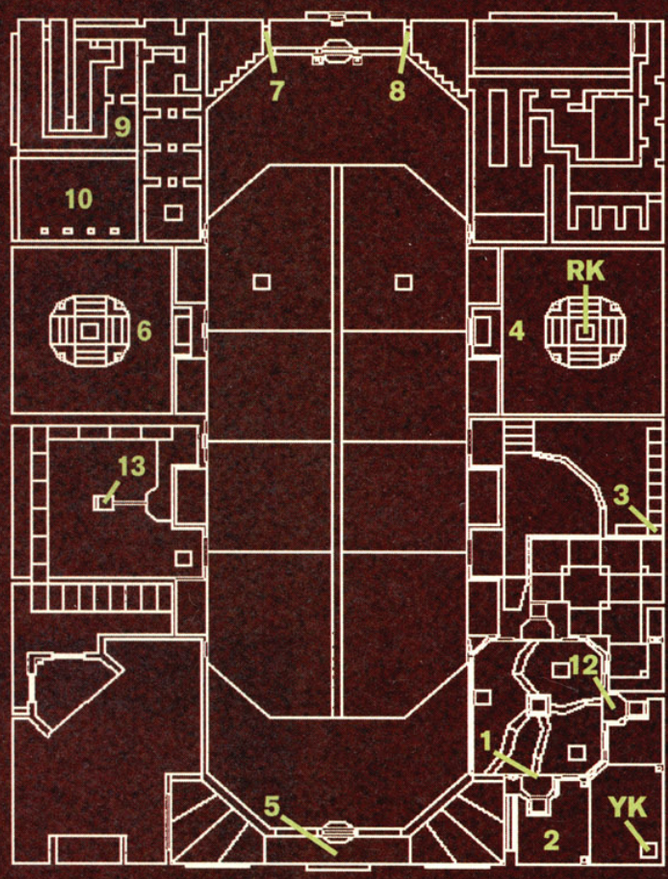
Master Levels

Level 5
Catwalk

Level 5 Highlights

The trick to passing Level 5 is getting the keys in the right order, and surviving the last, long stretch before the exit.

Level Keys
RK: Red Key
YK: Yellow Key



Start with the Yellow Key. Enter the southeast room (1) first. There is a Hell Knight if you enter at (12), so going in at (1) lets you sneak up behind it. However, you'll have some Shotgunners to contend with.

Hit the switch in the room at (2), then go over to (12) and get the Yellow Key.

Enter the teleporter at (3), and you're transported to a room to the east (4). Two Hell Knights are flanking you and a Shotgunner's directly ahead.

This room also has a pedestal with a Red Key on it. Immediately move forward, then backwards, and teleport out of the room. You return to the start of the level. Move immediately east or west and set up a rocket barrage; the Knights momentarily teleport after you.

Before re-entering the room at (4), go to the west room, and step on the teleporter (13). This takes you to the room to the north (6). Three Knights are in this room. Use the same technique as before (run out and set up an ambush).

In (6), you'll find a pedestal with a Plasma Gun on top and a switch on the side. Press the switch and the pedestal drops, along with the Red Key in (4). Exit the room using the teleporter and you're in front of the catwalk (5). The door is open, so fire several plasma rounds north and run behind them; this ensures safe passage to the other side. Don't dawdle on the catwalk; Imps in cages are to the east and west, waiting to throw fireballs at you.

Once across, open the red door, but don't exit the level yet. Instead, shoot the panels to the west (7) and east (8). These lead to secret areas filled with weapons, including a BFG-9000, ammo, and health items.

There is only one ambush in these secret rooms: In the west room, when you press the switch on the east wall (9), a wall drops to the south (10), revealing a room filled with Shotgunners. Ready the rocket launcher before pressing the switch.

Level 8
MINOS

Level 8 Highlights

At the beginning of the level, be ready; you start in a room with Shotgunners and Imps. There is a nasty trap in the room to the north (1): If you touch any of the items on the south wall, the lights go out and the wall drops, flooding the room with Imps and Lost Souls.

Press on the wall (3) in this hallway to reveal a hidden room (2).

In the doorway are a Hell Knight and an Imp. When you go inside, you'll see to the south a hidden recess with a Chaingunner.

A Supercharge is on the pillar in this room to the west (4). Lower the pillar, get the Supercharge, ride the pillar up, and get the BFG-9000 behind the east wall (5). Once you get the BFG, however, a wall drops to the north, revealing two Knights. Time to put the BFG to good use. There is also a teleporter to the northwest (6)—just be careful of the crushing ceiling in front of it.

The Blue Key is in a room to the east (7), along with two Lost Souls, a Cacodemon, and a Shotgunner. To get the key, run south toward it, grab it, then run to the southeast corner and get the Radiation Shielding Suit. When you have the key, the pillar in the southwest corner of the room drops, revealing two Knights and a Mega Sphere.

Have heavy artillery ready when you press on this wall (8), which is actually a platform filled with various Imps, Shotgunners, Chaingunners, and Knights. After pressing the wall, back up immediately and blast away.

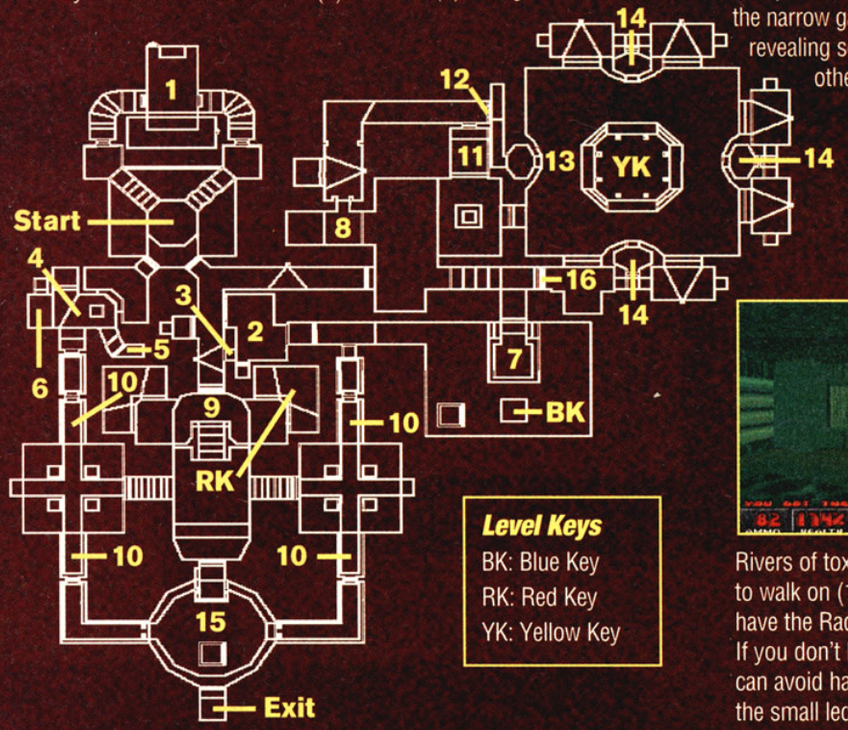
A Red Key's hidden (9) behind the east panel. When you run across the narrow gap, the wall drops, revealing several Imps and other monsters.

Rivers of toxic waste are deadly to walk on (10)—unless you have the Radiation Shielding Suit. If you don't have the suit, you can avoid harm by standing on the small ledges to the sides.

Press the switch on the west wall of this room (11), then run to the room directly north. The emblem on the wall (12) to the east conceals a secret passage. Enter the passage and blast the Imp to the north. Then proceed to the south. Take out the Chaingunner, then blast the one through the window across the way. This window looks out on a courtyard (13) filled with monsters.

Instead of entering the courtyard (13), go through the blue door to the east (16). This takes you to the balconies above the courtyard that are filled with monsters, ammunition, and other items. Also make sure you take out the Chaingunners in the small rooms by the elevators (14). When the balcony is cleaned out, enter the courtyard, and get the Yellow Key.

The exit is in the circular room to the south (15). However, when you press the emblem on the south wall, the platform behind it drops, revealing two Knights. A third Knight's waiting behind the exit door as well.

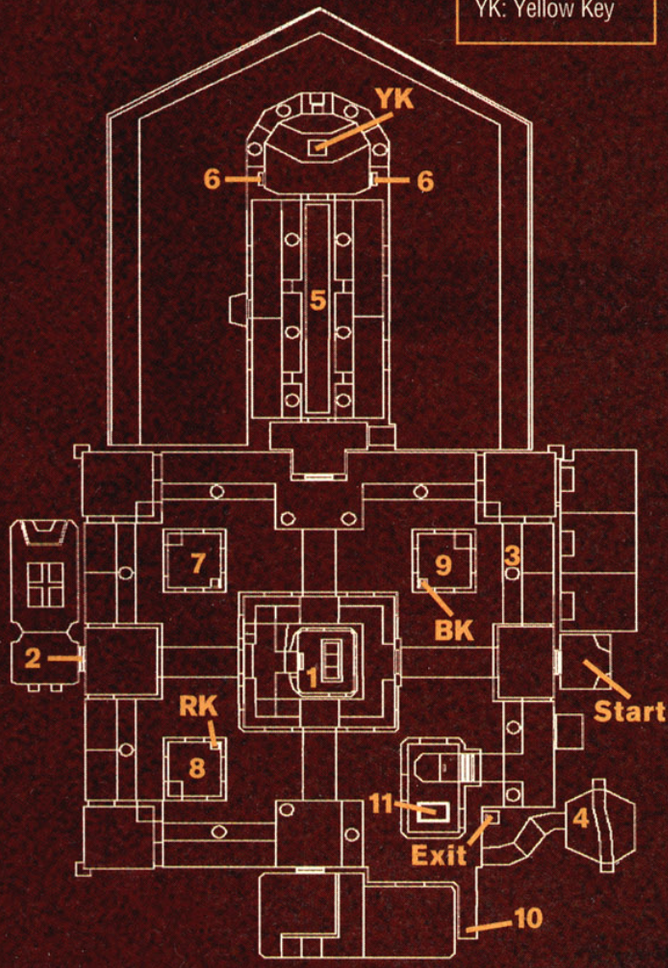


Level Keys
BK: Blue Key
RK: Red Key
YK: Yellow Key

Level 10 PARADOX

Level 10 Walkthrough

Level Keys
BK: Blue Key
RK: Red Key
YK: Yellow Key



This level is utter chaos. First, take a fast run clockwise around the perimeter, blasting as many monsters as you can. Be sure to grab the Temporary Invisibility Icon in the southeast corner (10) for extra help. Don't stay in one place too long: Several Revenants are itching to throw guided fireballs your way. If you're low on health, get the Supercharge in the pillar to the east (3) and the Mega Sphere (along with three Chaingunners) behind the phony wall (4) also to the east.

Once the outside perimeter is clear, head for the building in the middle (1). Use rockets to pick off the Shotgunners on the roof, then go inside the building and blow away the Revenant.

Next, go to the three guard towers (7, 8, 9), and blow away the Revenants inside, two Revenants per tower.

Next, take the long stretch to the north (5). This is a gauntlet lined with Chaingunners, Shotgunners, and Imps. Use the entryway for cover and pick them off one by one. At the end of the corridor is a Yellow Key, but don't grab it yet. Instead, push the torch on the north wall, then push the two skull emblems that are briefly revealed to the east and west (6). These open a doorway to the outside perimeter. After pressing the two switches, face south, run, and grab the Yellow Key. When you have the key, monsters start teleporting into the room. Turn and blast each one as it appears.

Go to the west room (2) and blast your way to the north wall. As you approach the wall, it drops, revealing a Revenant. Take it out and press the switch on the wall. This drops the barricade in front of the three teleporters in the center building (1).

Go to the center building (1), and enter the middle teleporter. This takes you to the northwest tower (7). Once inside the tower, move toward the pillar across from you and a Berzerker kit is revealed. Return to the building in the center and step on the south teleporter pad.

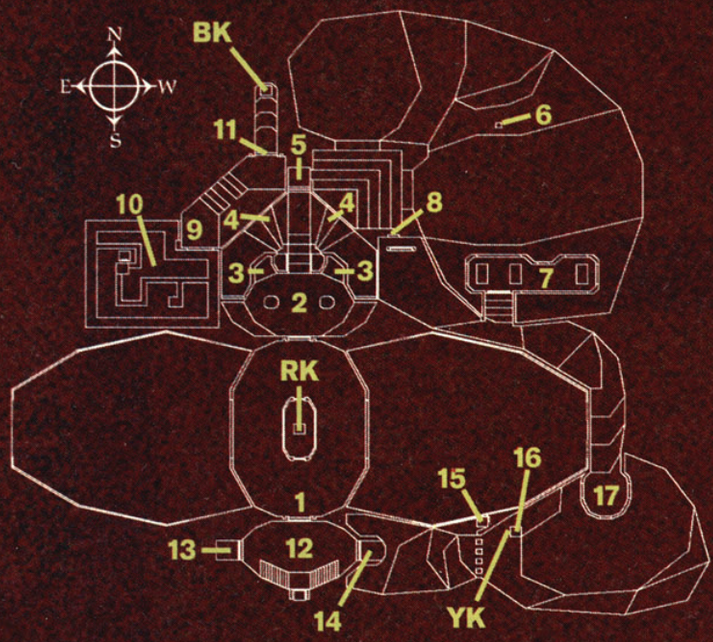
This takes you inside the southwest tower (8). Get the chainsaw ready and go toward the large opening to the north. When you do, Demons start teleporting into the tower. Saw each one up as it enters, then get the Red Key. Return to the center building and take the teleporter to the north. This takes you to the northeast tower (9) where Shotgunners teleport in when you move. After blowing them away, get the Blue Key.

One last danger is in the southeast tower (11). Take the elevator up, and you'll see a column to the south. When you get close, it drops and reveals two Chaingunners. Take them out, turn east, and run across the gap to the exit.

Level 11 Subspace

Level 11 Walkthrough

Level Keys
BK: Blue Key
RK: Red Key
YK: Yellow Key



This level looks simple, but it could have you wandering around for hours searching for the exit. The key is knowing which switches to press, and in what order.

At the beginning of the level (1), you're facing a small structure. Shoot the door to open it. The Red Key is inside. However, there are several Lost Souls who hear the noise and enter the room from the east and west windows.

In the room to the north (2) are two hidden panels to the east and west of the small staircase (3). One contains a Mega Sphere and a Backpack; the other a Supercharge and Mega Armor. Further up the stairs are several barrels to the west and east. Shoot them and you kill the Shotgunner and Imp ambush around the corners.

Two secret doors are at the top of the stairs (4). Take the one to the east. Immediately to the west is a recess (5) with ammunition and armor along with a switch on the north wall. Enter the recess and press the switch.

Enter the courtyard to the east and go over to the switch cube suspended in air (6). Press the switch on the west side rapidly until it turns green, then go to the building to the south (7). Once inside, head south, then northeast to the computer panel. Go behind the panel, blast the Imp, and press the switch (8).

Go down the southeast corridor until you reach the door (17). When you open the door, you're faced with a Knight and some evil troops. Blast them and go up the steps and head toward the Yellow Key on the teleporter (16). Step on the teleporter, and you're zapped back to a room near the start of the level (2).

Head north to the two hidden panels (4), and press the one on the northwest wall. Then go to the west wall (9) and press it. This takes you to a walkway above a lake of toxic waste (10). Navigate the maze and press the switch in the center.

Exit the maze, head northeast, and open the yellow door (11). The Blue Key is inside.

Go to the south room (12). There are some monsters in this room, but more important is a blue door. Open the door and press the switch. This briefly opens up two doors to the east and west. There is a Medkit in the recess to the west (13), but to exit the level, take the passage to the east (14). If you haven't used the hidden items found early in the stage (3), grab them before exiting the level at the teleporter (15).

TNT Evilution

Level 17 CRATER

Level 17 Walkthrough

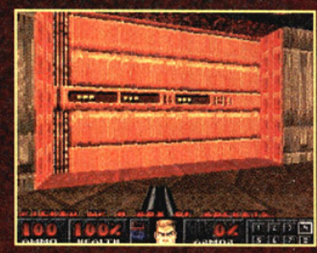
When you climb the steps in the room to the south (1), a platform to the south lowers with two Arachnotrons and a Supercharge on it.

After blowing away the Arachnotrons, head back down the steps and get the Supercharge. When you grab it, four doors to the north open behind you, releasing four Shotgunners. Two more Arachnotrons also teleport into the room.

Press on the south wall (6), and you go into the sewers. An Arachnotron's hiding behind a phony wall (2) in the southwest corner. Shoot through the wall to kill it.

You'll find a Blue Key in this room (3). When you get it, the west wall drops, revealing an Arachnotron. There are also health items against the west wall. When you touch any of the items, the walls to the north and south drop, streaming Demons into the room. The Red Key is in the northwest corner of the level, on a balcony overlooking the courtyard (7).

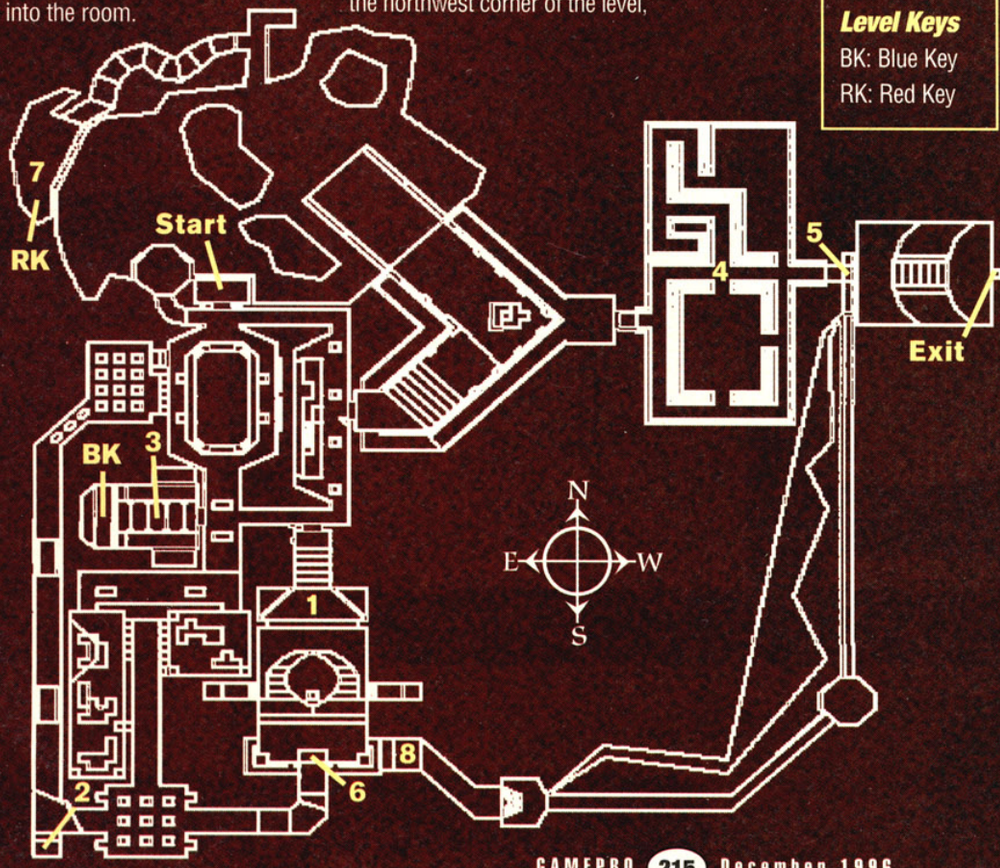
The last part (4) is a brief maze where the monsters blend in with each other. Run to the door on the east side (5) with the shotgun ready, and head inside. Three Arachnotrons are waiting. Blast the one in the doorway, run to either corner by the stairs for cover from the other two, and pick them off one-by-one.



By this time most of the monsters in the maze are gathered by the door. Get the rocket launcher ready, open the door, and let 'em have it.

The door to this room is really a platform, so stand on top of it (5) and ride it to the top. This leads to a long secret stretch behind a toxic waterfall that leads south. A few items and some monsters are here, including an Arachnotron. At the end is a passage that leads back into the sewers (8).

Level Keys
BK: Blue Key
RK: Red Key



Level 22
QUARRY

Level 22 Highlights

Level Keys
BK: Blue Key

Although the ground resembles the harmful blood pools that appear periodically, it is safe to walk on. However, there are some toxic pools that blend in with the deadly ground.

Take the path to the east (1). This leads to a room with a toxic slime lake and a few islands (2). There is a Temporary Invincibility Icon on the far west wall. Blast the monsters, then run across the gaps toward the west wall. Get the icon, and quickly kill the monsters in the toxic lake and in the rest of the room.

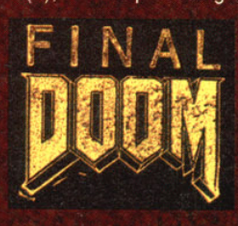
Head back west, clear out the room (3), and keep heading west until you reach the blood lake (4). The path snakes around, so follow it east until you reach the fork (5). Then take the path to the northeast (16).

This leads back to the room at (2), except now you're up on a high ledge (6). Take a running start east, and you drop onto a small walkway with a box of rockets and shells on it.

The best way to tackle the courtyard (7) is to enter from the center walkway (8). Pick off Shotgunners and other evil troops as you enter by using the doorway as cover. After the snipers are eliminated, move farther south, using the two tall platforms flanking you, and shoot the Chaingunner and Shotgunner out of the towers to the east (11) and west (9). Then go east to the elevator (17), ride it up, and shoot the Shotgunners off the east ledge (10). Go to the ledge, ride the elevator up, and shoot the Revenant out of the tower (11).

Head to the southwest corner of the courtyard, and enter the doorway (12). Shoot the north wall where the light is flickering. This opens a room with some items and an elevator hidden on the north wall.

Go to the doorway on the southeast side of the courtyard (13). Lava layers the floor of the corridor, but you'll find a Radiation Shielding Suit in the recess to the south (14). At the end of the hall is a teleporter that takes you to the east tower (19), which has a Blue Key inside. Another teleporter located on the northwest corner of the courtyard (15) takes you to the west tower (9). The level exit is in the south room in the courtyard (18).



Level 23
Ballistyx

Level 23 Highlights

At the start of the level, if you fire a shot in the first room (1), Imps will teleport in.

A teleport trap is located in this corridor (2). When the Knight and monsters hidden in the jail to the north see you, they teleport into the hallway.

This corridor (3) houses Imps in a jail along the west wall. Open the jail door, and the wall drops to the east, revealing another jail—this one filled with Imps and a Knight.

In this open room (4), you'll encounter Shotgunners and Imps that blend in with the walls, so proceed slowly.

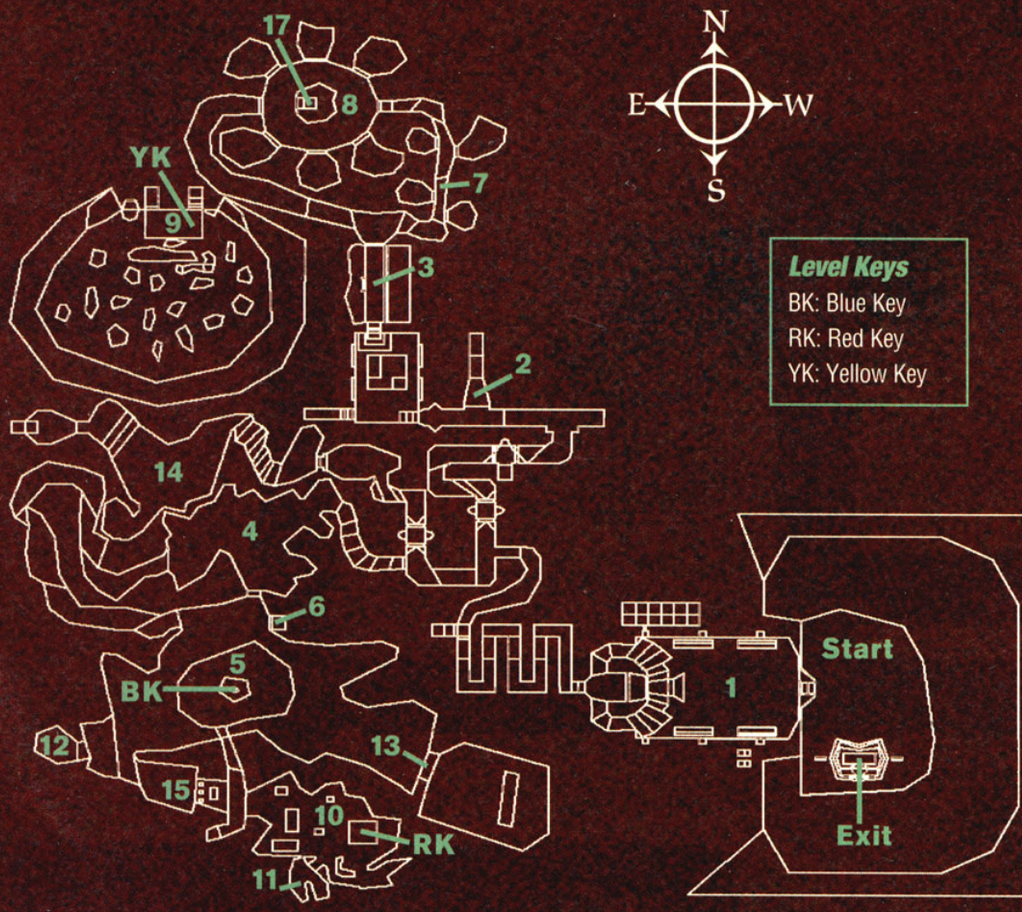
A Supercharge and Infrared Glasses are hidden in a secret recess to the east (6). The Blue Key is located on the island in the middle of the lake of blood (5).

There are several traps in the north corridor (7). As you head north, doors to the sides of this passage open, releasing Imps.

Another series of similar traps is in the north room (8); doors pop open, and the chamber floods with Imps. Press the emblem on the east wall (16) and a teleporter opens up in the center of the room (17). In front of the teleporter platform is a box of rockets. When you get the box, two doors open on the west side, filling the room with several Demons and Imps.

The teleporter (17) takes you to a cage overlooking a courtyard (9) populated with Knights, Imps, and Shotgunners. Turn south and press the wall behind you to find a Supercharge. Then head east, grab the Yellow Key, and press the exposed metal wall to reveal a teleporter. This takes you back to (17).

After opening the yellow gate (15), proceed to the east room (10). When you reach the south part of the room (11), a pillar in the preceding room drops with the Red Key and a Chaingunner on top of it. Grab the key, and the walls in the room to the north drop (12, 13), releasing Chaingunners and a Knight.



Level Keys

BK: Blue Key
RK: Red Key
YK: Yellow Key

The last section (14) has a Knight in front of a teleporter on the west side. When you attack, he steps on the teleporter and is transported back to the beginning of the level. The exit is also at the beginning of the level, but be careful if you use the teleporter; the Knight is waiting for you at the other end.

The Plutonia Experiment

Level 25 Congo

Level 25 Highlights

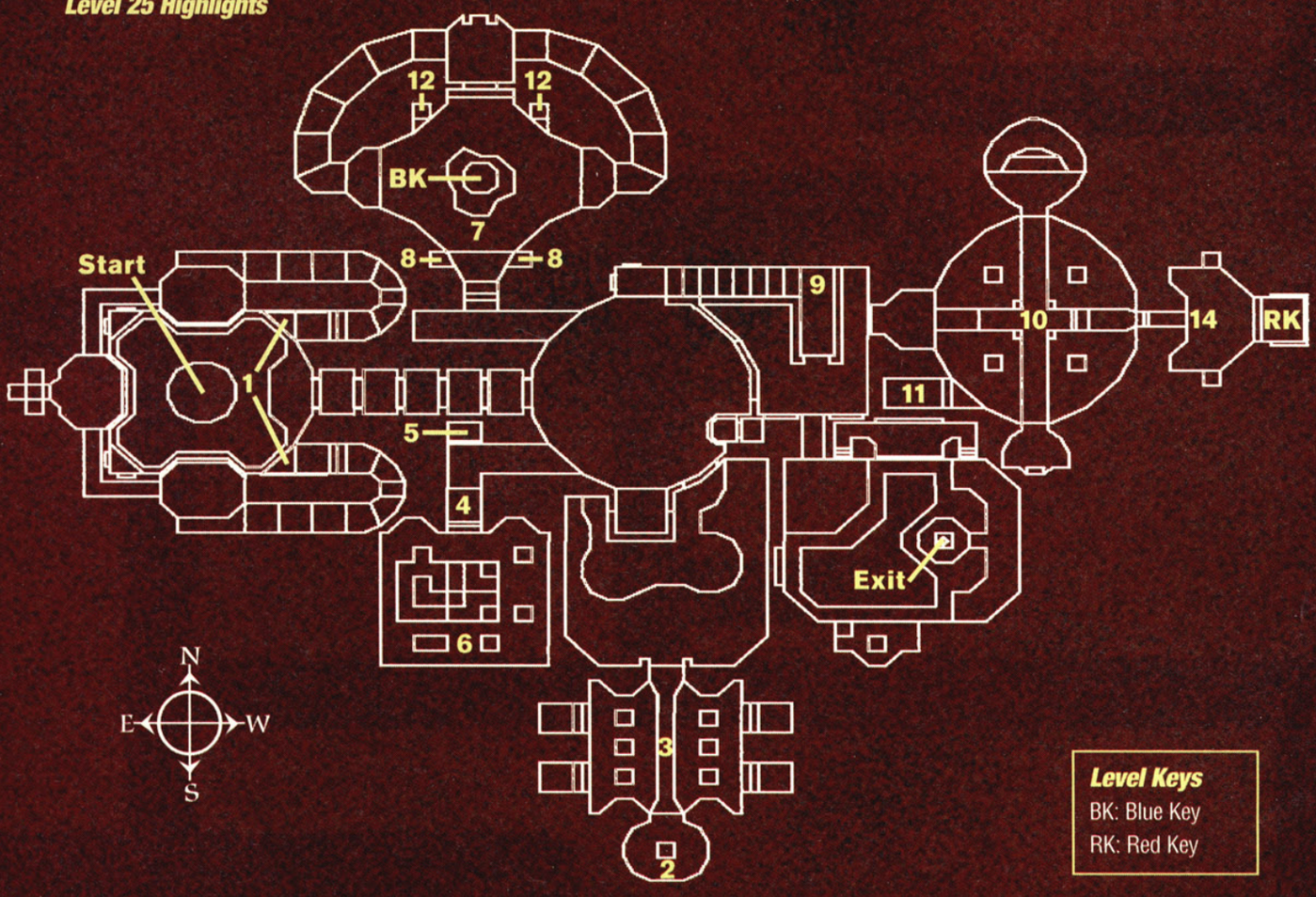
At the beginning of the level, head north or south (1) and go upstairs. Time for a little housecleaning of Shotgunners on the top floor!

Hit the switch on this pillar (2) to make it drop, revealing a Medkit on top. The switch also opens the doors in the room to the north (3), which release Revenants.

Instead of opening the door (4), stop in front of it. There is a secret room to the north (5) that opens with two Chaingunners. Blast them before proceeding to the next room (6).

An elevator is located on the southeast corner of the pile of crates in this room (6). When you ride the elevator up, a Revenant rides a pillar down behind you.

Be careful when climbing these stairs (9); Chaingunners await at the top to the south.



Level Keys
BK: Blue Key
RK: Red Key

Level 26
Aztec

FINAL DOOM

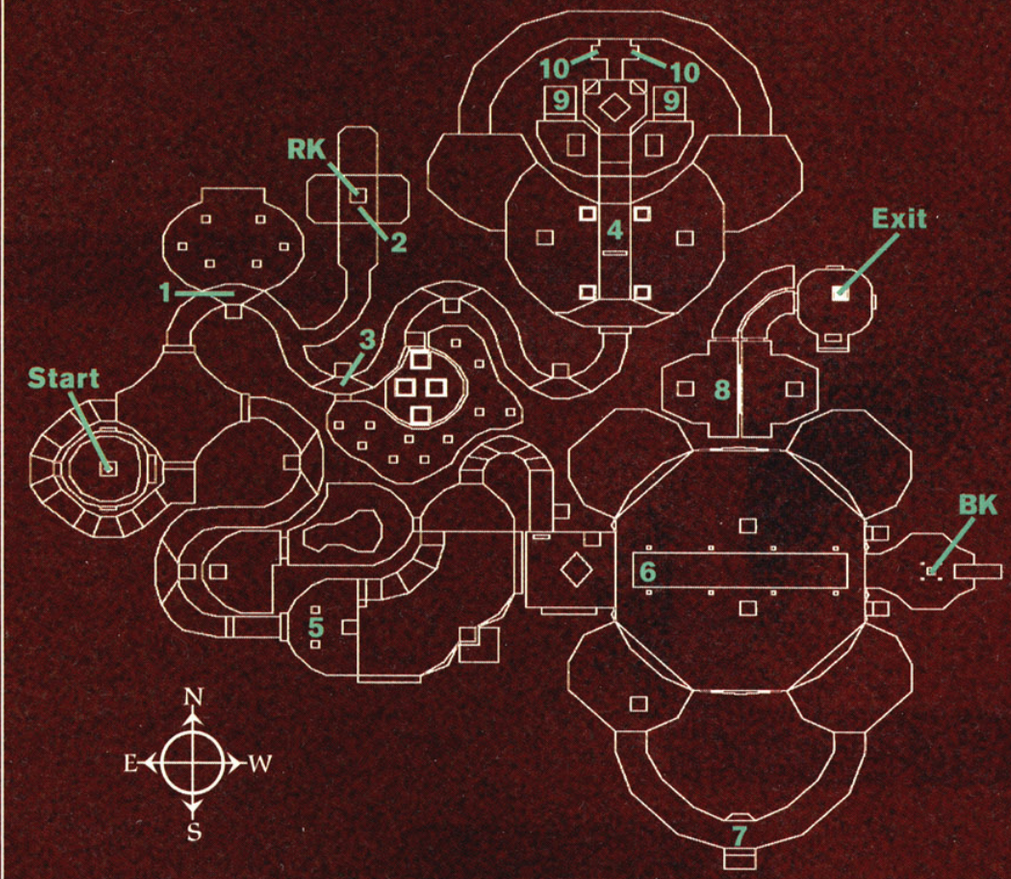
Level 26 Highlights

Level Keys
BK: Blue Key
RK: Red Key

Cross this raised section (10) to drop the wall to the east, which reveals a Revenant. A Chaingunner and two Cacodemons are hiding in the recess to the southwest (11). If you jump into the pit and press on the wall in front of this recess, you will reveal an elevator. The Red Key is to the east, but approach it with caution: Chaingunners are flanking you as you enter the room (14), and a Revenant rides a platform up behind the key.

When you enter the area that has the Blue Key (7), two doors open (8), revealing Chaingunners. Pressing the switch on the far north wall drops the platform with the Blue Key on it, and it also drops two platforms (12) that have Chaingunners on top.

The level exit is the diamond-shaped light (13).



In this level, you can get the keys in any order, but getting the Blue Key first saves time.

In the south room, when you reach the platform to the east (5), you can see a Knight in the distance. However, another one rises up on a platform directly in front of you. There is no going back—a door seals you in the area! Take out the Knight with the BFG, then nail his brother in the distance.

In the southeast area, the stretch for the Blue Key (6) is the hardest to cross. Run across the bridge heading west—the only direct obstacles are a few Chaingunners. Grab the key, press the switch on the east wall, and return to the other side. The room has been sealed off, so enter the teleporter by the entrance to the north. You're zapped next to one of the Arachnotrons.

Blast the Arachnotron and head east toward the other one. Halfway down the corridor is a switch (7). This opens the blockade at the entrance of the area. When you're close to the switch, however, a door opens to the south, revealing two Chaingunners. Blast them, press the switch, and head for the other Arachnotron. Kill it, and leave the room.

In this corridor you'll find a descending platform (1) that takes you to a pit with several Chaingunners and health items.

When you reach the Red Key (2), grab the Super Shotgun in front of it and immediately backtrack; Knights and Chaingunners suddenly teleport into the room (a Knight teleports behind you, but he's easy to go around). Your departure should make them mix things up. Finish off the last of the monsters and get the key. You need a running start from the north to swipe the key off its tall pedestal.

Push on the south wall (3) to reveal a secret room filled with Chaingunners and a Knight. The payoff? The Supercharge in the far corner of the room.

This is one of the hardest areas in the entire level (4). As you cross the bridge, platforms slowly rise that have Chaingunners and Knights on top. There are also two Arachnotrons flanking you on the northeast and northwest ledges above.

Wait for the Knights and Chaingunners to arrive, then backtrack. The Knights move toward you, so take them out as they advance, then blast the Chaingunners. Head north across the bridge. Near the end, you encounter two more Knights by the two teleporters (9), and a pair of Chaingunners in two recesses farther north (10). The path branches out to the east and west, and each path takes you to one of the Arachnotrons.

When you reach the end (8), go through the red teleporter first. Be ready after pressing the switch on the east wall; a Knight is freed just around the corner. Finish it off, then go back and enter the blue teleporter.

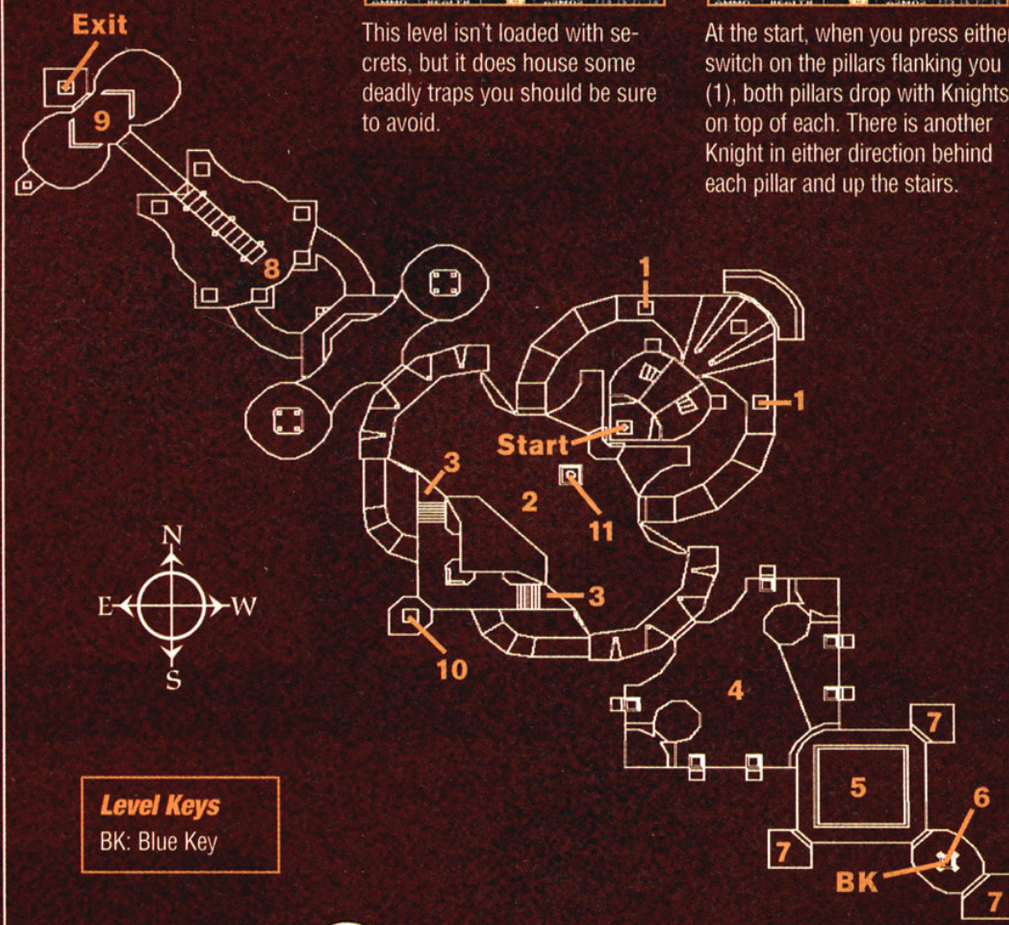
FINAL DOOM

Level 27
Ghost Town

Level 27 Highlights

This level isn't loaded with secrets, but it does house some deadly traps you should be sure to avoid.

At the start, when you press either switch on the pillars flanking you (1), both pillars drop with Knights on top of each. There is another Knight in either direction behind each pillar and up the stairs.



Level Keys
BK: Blue Key

This courtyard (2) is filled with monsters, including an Arachnotron and Chaingunners. Take the stairs up, go off the ledge, and take one of the staircases on the other side (3). This lets you sneak up behind some of the monsters to attack them.

To get the Mega Sphere on the pedestal in the courtyard (11), go into the teleporter (10). This takes you to the ledge above the sphere. From the southwest corner, take a running start off the ledge, and you'll bag the sphere.

To the southeast is a courtyard (4) with two Arachnotrons on high ledges. If you walk into the courtyard, Chaingunners and more Arachnotrons will pop out. They can't advance on you, so use the chaingun and pick them off one by one.

When you reach the platform with the rockets (5), more Chaingunners reveal themselves on the pedastals in the courtyard (4).

Grab the Blue Key (6) and three doors open (7), releasing Knights.

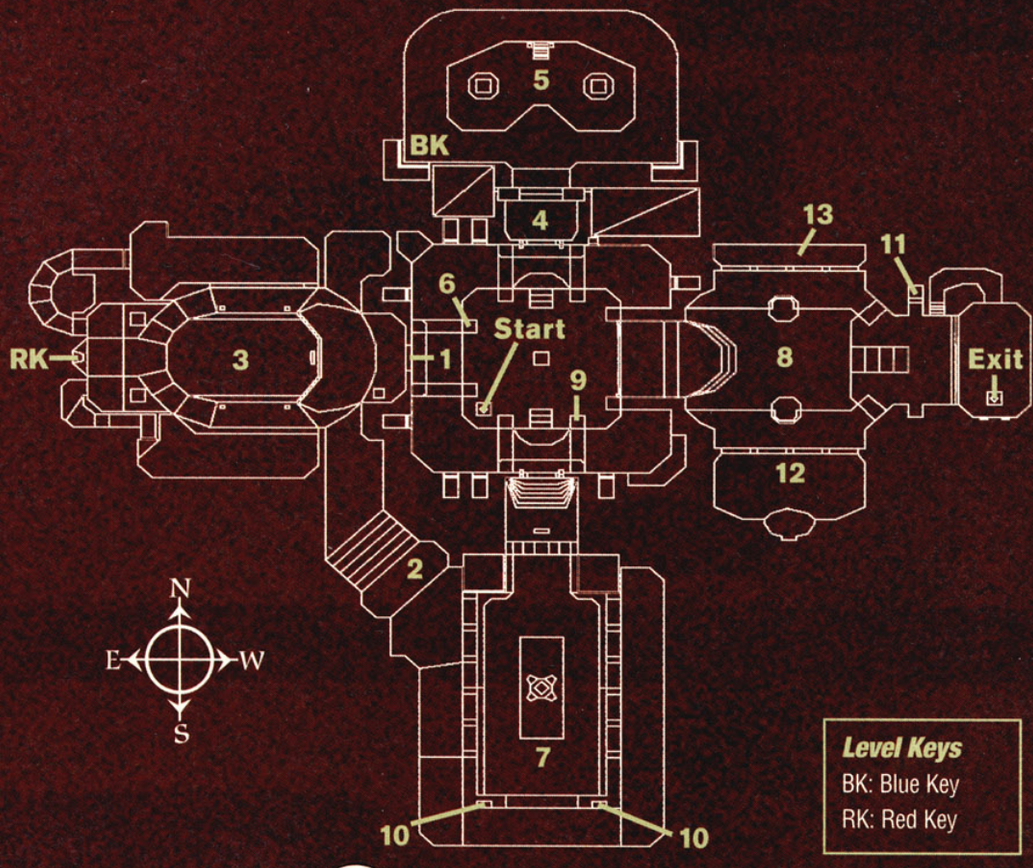
The area to the northwest (8) has some of the deadliest traps in the level. When climbing the stairs in this area, shoot the Chaingunners at the top first. Then run up the stairs; as you ascend, the pillars to the north and west drop. Each has a Knight on top. The four pillars behind you also drop, and these each has a Shotgunner or Chaingunner on it.

Don't open the door in the northwest corner when you reach the top of the stairs (9); if you do, the two walls to the side will drop, and the Knights lurking behind them will attack. Instead, shoot the monsters between the cracks of the walls, then open the door and head for the exit.

Level 28
Baron's Lair

Level 28 Highlights

Go to the door to the west (1). This room has some Revenants in the distance. Two of them teleport near you. Take them out, and head south until you see the railing (2), which has Demons beyond it. Blast the Demons, and head back to the main area.



Level Keys
BK: Blue Key
RK: Red Key

Use the rocket launcher to nail the distant Revenants. Then head west with the shotgun ready—two Arachnotrons are lurking in the pit (3).

Stay on the high ledges around the pit to gain some cover from the Arachnotrons' plasma fire. Find the switch on the east wall in the pit, ready the rocket launcher, then press the switch. The walls to the north and south fall, revealing five Arachnotrons—two to the north and three to the south. Take out the two to the north, then use the recesses as cover from the other three. The prize is the Red Key on the west platform.

There is now an exposed switch in the entry hall (6). Press it, and a platform with several items, including the level map, drops in the northwest corner.

This room to the north (4) is loaded with toxic barrels. Shoot the barrels to cause a chain reaction, and head for the middle pit (5). Demons and Revenants teleport into the pit as you approach. When the monsters get close, shoot the barrels that are in the pit. Jump into the pit and retrieve the Blue Key.

Return to the center area (9), and go to the other exposed switch (9). Press it, and another platform drops in the southeast corner. On the platform are several items, including a Mega Sphere.

Go to the south room with the blue door (7). Once inside, run to the south wall, press both switches (10), and hightail it out of there. Demons and Revenants are milling about, but they aren't worth the trouble.

The last unexplored area is to the east (8). Revenants are on the two towers when you enter. Blast them, and head east. Press the switch on the north wall (11), and the wall to the north of it (13) drops, flooding the place with a swarm of Revenants, Imps, and Demons.

There is another switch behind the wall. Press it, and the wall to the south (12) drops, revealing more monsters. After cleaning house, activate the switch on the wall to the southeast, and run back to either of the two pillars the Revenants were standing on when you first entered.

The switches are revealed for a short time, so you must make two trips. After pressing both switches, a door opens in the northeast corner of the room. This leads to the exit.

Level 29
The Death Domain

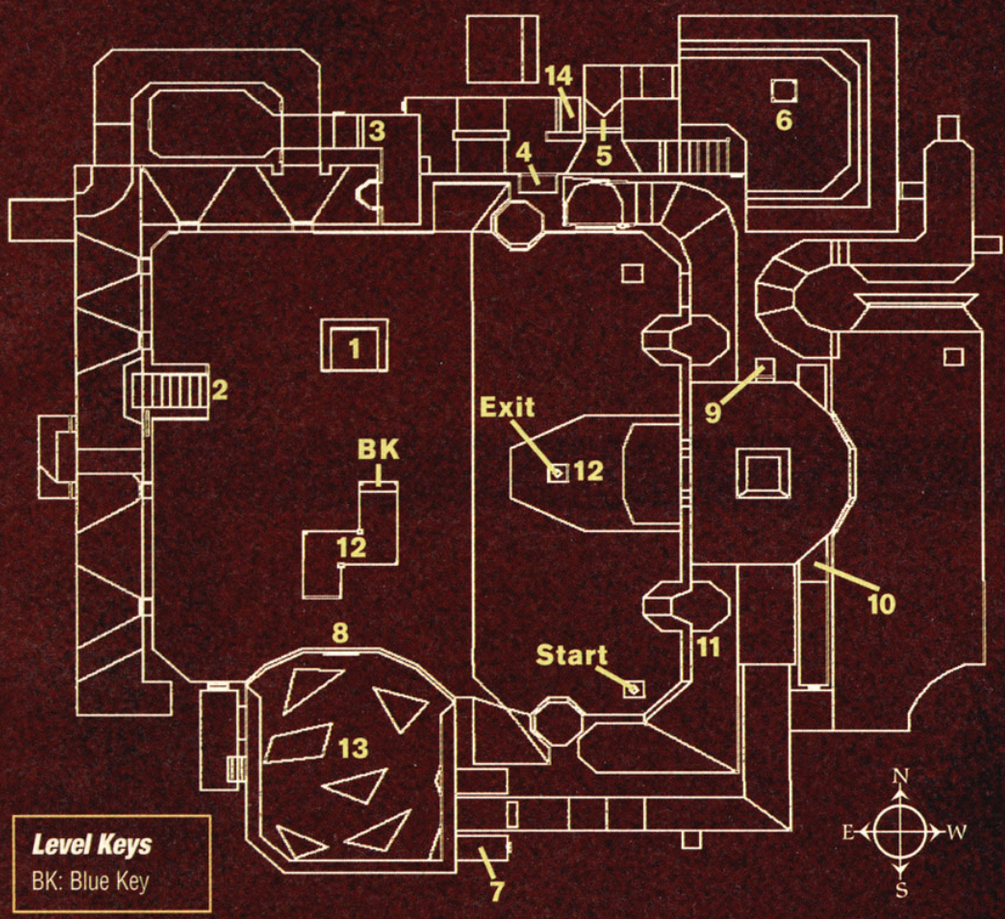
Level 29 Highlights

This level throws you right into the action, so be prepared. There are several Chaingunners on a ledge to the north (12), Revenants to the west, and an Arachnotron off in the distance to the northwest. Blast the Arachnotron with the rocket launcher, and run for the small house to the northwest (1).

Hide behind the north side of the house, and when the coast is clear, run to the stairway to the west (2). Press the switch in the side of the stairway, and the stairs drop. Below are some Imps.

You'll encounter some nasty surprises after taking the elevator in the northwest (3). When you get off on the second floor and move forward, the wall drops, revealing a Revenant and two Knights. Two Chaingunners are also hiding behind the wall to the south (4), which drops when you go for the two boxes of shotgun shells to the north (14).

To open the secret door in this area (5), press on the east side of the door frame. This takes you to an elevator and a Supercharge.



Level Keys
BK: Blue Key

A Blue Key can be found at the north end of the pit. This key opens the door in the northeast corner of the courtyard.

You'll find a Mega Sphere behind this door (9). Shoot the door to open it.

The door reveals a secret room (10) containing several clips and rockets. To get into this room, run south down the hallway (11) until you hear a door drop. Then immediately run back north toward the secret room. The passage doesn't stay open very long, so it may take a few attempts.

The exit is the diamond-shaped light to the west.

A Chaingunner ambush awaits you in this room (6). When you enter, a platform rises that's topped with a firing squad. Enter the room, wait until you hear rumbling, then immediately press the switch on the wall by the stairs and leave the room. The door closes behind you as you exit, giving the monsters a chance to shoot each other and gather by the door.

Knights are hiding in the recesses that flank you when you enter the open area (13) to the southwest. They teleport randomly around the room once you're inside, so keep moving, and blast them with the plasma rifle. The Archnotron in the tower to the north (1) may help things by firing at you and accidentally nailing the Knights.

There is a pit surrounded by a high rail in the courtyard (12). Before jumping into it, clear out all the Revenants that teleport into the pit. To jump into it, press the switch in the recess to the south (7), and run for the ledge to the north (8). The gate drops briefly, so run off the ledge into the pit.

Level 30
Onslaught

Level Keys
BK: Blue Key
RK: Red Key
YK: Yellow Key

Level 30 Highlights

At the beginning of the level, quickly turn around and blast the Chaingunner—he's standing right behind you.

A gated corridor (1) is in the middle of this courtyard, and a Blue Key is at the end. As you walk down the corridor, doors to the north and south open, releasing a Chaingunner from each. Slowly head west, releasing the monsters one at a time so you can kill them at your own pace. Avoid making a dash for the key and releasing them all at once. When you get the key, four Cacodemons are released to the east (6).

When you drop the blue gate (2) and cross the threshold, two more Cacodemons are released in the east (7).

In the south (3) is your worst nightmare—a Cyberdemon! Fortunately, its back is to you. Take a shot at it with the BFG, and run back to where you started the level. Let it follow, then run past it. Go to where you found it (3), and run to the south door (as you do, doors open to the east and west, revealing Chaingunners). When you open the south door (4), you face a Chaingunner. Blast it, then press the emblem on the wall. This drops you into a pit with some Imps.

Exit the tunnels in a courtyard to the west (5). In this courtyard is a small gap with a stairway leading east. The Cyberdemon is in the courtyard to the east. This is where you can take it out. Shoot it when it's exposed, then duck back—it has an opportunity to retaliate. To get the items on the upper ledges of the stairway, go to the bottom of the trench and press the north wall.

When you grab the Yellow Key (9), enemies start teleporting into the area from the pads at (8) and (9).

Enter the west building (14) and get the Red Key. When you open the red door at (10) and press on the switch on the south wall, a hidden door opens (11), releasing Imps into the west building.

When you go toward the exit (12), doors open to the north and south, freeing Imps and a Chaingunner. There is also an Imp ambush along the north wall (13) right before the exit.

You've done it! The forces of Hell are defeated forever! Or at least until the next Doom game…

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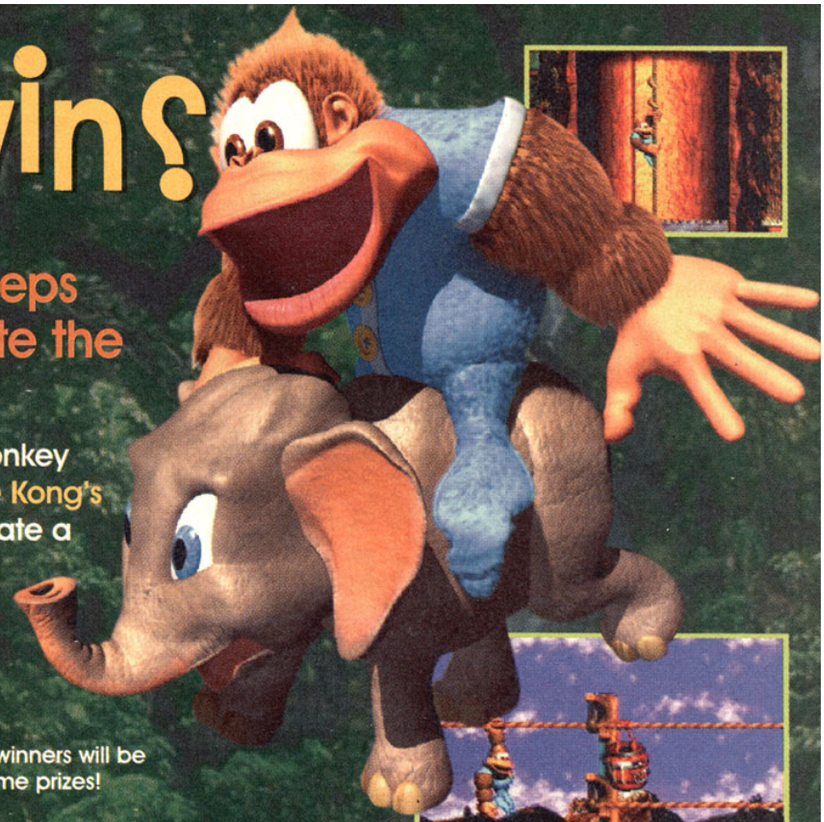

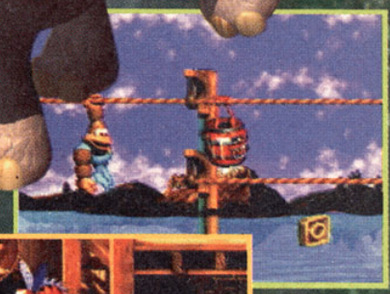

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THE FIGHTER'S EDGE

TOURNAMENT-WINNING COMBOS AND STRATEGIES

Saturn PlayStation

In the conclusion of our comprehensive Street Fighter Alpha 2 coverage, we break down the game's last 10 fighters, revealing their special moves and killer combos, and offering some strategy tips.

By Bruised Lee

Basic Skills

Here are some basic skills you should know and use during a fight.

Air Blocking

To perform an air block, hold ← while in the air (this is the same move you make to block when on the ground). Some rules apply, however, and not all moves can be blocked in the air. Here's a list of what can and can't be air blocked.

Can Be Air Blocked

Air attacks and projectiles can both be air blocked.

Can't Be Air Blocked

All ground-based normal moves and super combos (except for Charlie's Sonic Blade) cannot be air blocked.

Alpha Counters

Each fighter has two Alpha Counters. When an opponent comes in for an attack and your character starts their blocking animation, perform an Alpha Counter (see the characters' profiles for more on how to execute these moves). Using an Alpha Counter takes one level off your Super bar.

Roll on the Ground

All fighters can still roll on the ground after being knocked down. To execute the ground roll, simply motion a half-circle toward your opponent, then push any button at the end of the motion. The button you press determines the distance that you'll roll.

Controller Legend

P = Punch
FP = Fierce Punch
JP = Jab Punch
SP = Strong Punch
K = Kick
FK = Forward Kick
RK = Roundhouse Kick
SK = Short Kick

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Super Moves

When your Super bar reaches one of three possible levels, you can perform a super move. When the Super bar maxes at Level Three, you can either perform a three-button super move that does maximum damage and expends the entire bar, or you can perform a one- or two-button super move that inflicts lesser damage, results in fewer hits, and decreases a portion of the bar. The severity of the super move depends on how many buttons you press. See the characters' profiles for more on how to perform these moves.

Combo Skills

The following combo skills are used throughout this strategy guide and are essential to properly play SFA2.

Starting Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time the combo correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect.

Start with an Air Attack

Most of the combos on the following pages start with a fighter jumping in deep with a move. However, you don't always have to start by jumping in. This method is just a good way to move in close to your opponent to score an extra hit.

Cross-Up Attack

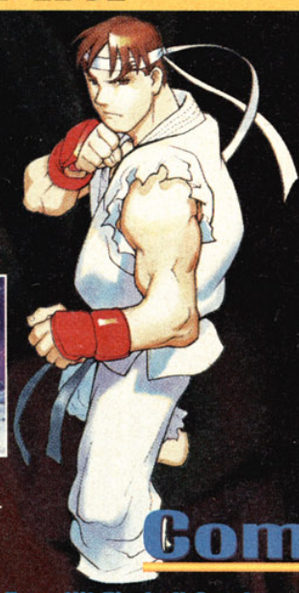
To perform a cross-up attack, jump toward the opposite side of your opponent with a move. Cross-ups are an excellent way to start a combo because they often confuse a blocking opponent.

Note: Not all characters have cross-up attacks (see the characters' profiles for more on how to perform cross-up attacks).

Custom Combo System

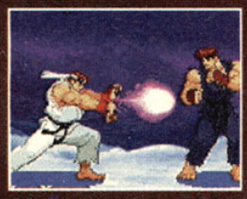
As with super moves, custom combos are performed by simultaneously pressing two punch buttons and one kick button, or two kick buttons and one punch button. During this time, players can chain any button or special moves together to score a high-hitting combo—but more hits doesn't mean more damage. The key is to juggle your opponent in the air—players take more damage in the air. You get the best results from custom combos when your Super bar is at Level One.

Ryu



Special Moves

Fireball



Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↙ ← K

Note: This move can be performed in the air.

Super Moves

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick

Motion ↓ ↙ ← ↓ ↙ ← K

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Strategy Tip

This is a great way to get in close to an opponent and cross them up for a combo.

Tap (↓ RK)

Cross up, tap FK

Combos

Four-Hit Fireball Combo

Jump in deep, tap FP

Tap (↓ SK)

Tap SP, two-in-one

Motion ↘ → FP

Three-Hit Cross-Up Combo

Cross up, tap FK

Tap (↓ FK), two-in-one

Motion → ↓ ↘ JP

Three-Hit Corner Combo

Jump in, motion ↓ ↙ ← RK

Jump toward opponent, tap SP

While still in the air, tap SP

Five-Hit Double Punch Combo

Jump in deep, tap SP

While still in the air, tap SP

Tap JP

Tap (↓ SK), two-in-one

Motion ↘ → FP

Fourteen-Hit Level-Three Super Combo

Jump in deep, tap FP

Tap (↓ FK), two-in-one

Motion ↙ ← ↓ ↙ ← (SK FK RK) for 12 hits

Four-Hit Hurricane Kick Combo

Jump in deep, tap SP

While still in the air, tap SP

Tap (↓ FK), two-in-one

Motion ↙ ← RK

Level-One Custom Combo

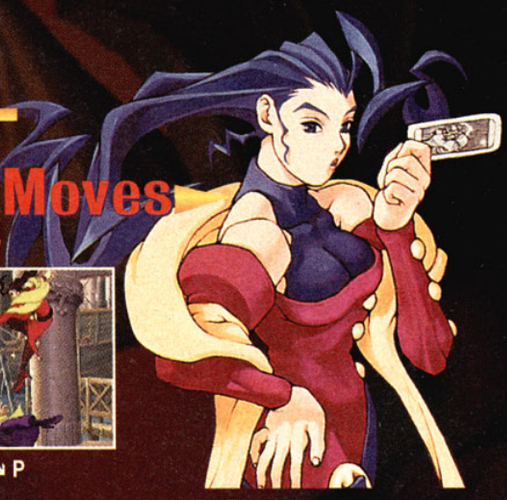
Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion ↓ ↙ ← FK, two-in-one

Motion → ↓ ↘ JP

Rose



Special Moves

Cape Charge

Motion ↓ ↘ → K

Soul Catch

Motion → ↓ ↘ P

Slide

Tap (↘ FK)

Soul Spark

Motion ← ↙ ↓ ↘ → P

Soul Reflect

Motion ↓ ↙ ← P

Super Moves

Aura Soul Catch

Motion ↓ ↘ → ↓ ↘ → P

Aura Soul Spark

Motion ↓ ↙ ← ↓ ↙ ← P

Soul Illusion

Motion ↓ ↘ → ↓ ↘ → K

Combos

Five-Hit Cape-Charge Combo

Jump in deep, tap FP

Tap FP, two-in-one

Motion ↓ ↘ → RK for three hits

Five-Hit Cross-Up Combo

Cross up, tap FK

Tap (↓ FP), two-in-one

Motion ↘ → RK for three hits

Three-Hit Soul-Spark Combo

Jump in deep, tap RK

Tap FP, two-in-one

Motion → ↘ ↓ ↙ ← FP

Three-Hit Reflect Combo

Jump in deep, tap FK

Tap (↓ FK), two-in-one

Motion ↙ ← FP

Five-Hit Level-Three Super Combo

Cross up, tap FK

Tap (↓ FK), two-in-one

Motion ↘ → ↓ ↘ → (JP SP FP)

Five-Hit Cross-Up Soul-Spark Combo

Cross up, tap FK

Tap (↓ SK)

Tap (↓ FP), two-in-one

Motion → ↘ ↓ ↙ ← FP

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK)

Tap RK

Tap RK

Tap RK

Tap RK, two-in-one

Motion ↓ ↘ → RK

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Guy

Special Moves

Dashing Elbow

Motion ↓ ↙ ← P

Elbow Drop

While in the air, tap (↓ SP)

Bushido Slide Kick

Motion ↓ ↘ → FK, tap FK

Rising Spin Kick

Motion ↓ ↙ ← K

Overhead Slam

Tap (→ SP)

Bushido Running Stop

Motion ↓ ↘ → SK, tap SK

Bushido Jump Kick

Motion ↓ ↘ → RK, tap RK

Bushido Leap

Motion ↓ ↘ → P

Note: Tapping a punch button during the Bushido Leap causes Guy to perform the Dropping Elbow. If Guy is above his opponent, tap Punch and he throws them.

Super Moves

Bushido Rage

Motion ↓ ↘ → ↓ ↘ → K

Bushido Jump

Motion ↓ ↘ → ↓ ↘ → P

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Combos

Five-Hit Spin-Kick Combo

Jump in deep, tap RK | Tap (↓ SP), two-in-one | Motion ↙ ← RK for three hits

Five-Hit Corner Combo

Jump in deep, tap RK | Tap FP, two-in-one | Motion ↓ ↙ ← RK for three hits

Four-Hit Elbow-Smash Combo

Jump in deep, tap FK | Tap SP | Tap FP, two-in-one | Motion ↓ ↙ ← FP

Three-Hit Elbow-Smash Combo

Jump in deep, tap FP | Tap (↓ FP), two-in-one | Motion ↙ ← FP

Level-One Custom Combo

Tap (JP SP SK) | Tap (↓ FK) | Tap FP | Tap FP | Tap FP, two-in-one | Motion ↓ ↙ ← RK

Eight-Hit Level-Three Super Combo

Tap (↓ FK), two-in-one | Motion ↘ → ↓ ↘ → (SK FK RK) for seven hits

Birdie

Special Moves

Body Slam

Motion ↘ ↓ ↙ ← ↖ K

Head-Butt Charge

Charge ← two seconds, tap (→ P)

Turnaround Head-Butt

Hold any two punch or kick buttons, then release

Note: The longer you hold the buttons, the more damage you inflict.

Chain Grab

Motion ↘ ↓ ↙ ← ↖ P

Super Moves

Leaping Chain Grab

Motion ↓ ↘ → ↓ ↘ → P or K

Mega Head-Butt Rush

Charge ← two seconds, tap →, ←, (→ P)

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Strategy Tip One

Birdie's crouching FK takes priority against opponents jumping in from far away.

Strategy Tip Two

After performing the Body Slam, start the Leaping Chain Grab as your opponent is about to rise.

Motion ↘ ↓ ↙ ← ↖ K

Motion ↓ ↙ ← ↓ ↙ ← P or K

Combos

Three-Hit Head-Butt Combo

Jump in deep, tap (↓ FP)

Hold ↙, tap FP, two-in-one

Tap (→ FP)

Three-Hit Head-Butt Combo #2

Jump in deep, tap RK

Tap (↓ FP) for two hits

Three-Hit Cross-Up Combo

Cross up, tap RK

Tap SK, two-in-one

Motion ← ↙ ↓ ↘ → ↗ K

Three-Hit Level-Three Super Combo

Jump in deep, tap RK

Tap (↓ JP), two-in-one

Motion ↘ → ↓ ↘ → (JP SP FP)

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK)

Tap ←, (→ FP)

Tap ←, (→ FP)

Tap ←, (→ FP)

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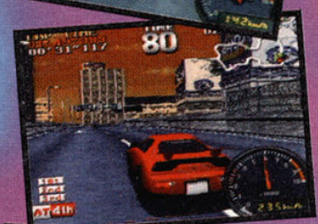

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Akuma

Special Moves

Diving Kick
At the peak of jumping in, tap (↓ FK)

Fireball
Motion ↓ ↘ → P

Red Fireball
Motion → ↘ ↓ ↙ ← P

Air Fireball
While jumping, motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K

Dragon Punch
Motion → ↓ ↘ P

Forward Roll
Motion ↓ ↙ ← P

Air-Flip Grab
Motion ↓ ↘ → ↗ P, tap P or K

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Super Moves

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → P

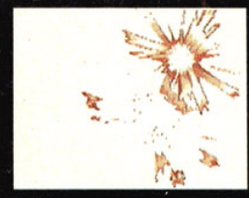
Vacuum Fireball

Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Aerial Vacuum Fireball

While in the air, motion ↓ ↘ → ↓ ↘ → P

Lights Out



Tap JP, JP, →, SK, FP

Note: This move can be performed only at Level Three.

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Strategy Tip

You can't combo into the Air-Flip Grab but it's a great way to take your opponent by surprise.

Tap (↓ FK), two-in-one

Motion ↘ → ↗ SP, tap SP

Combos

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion ↙ ← RK

Motion → ↓ ↘ JP

Eight-Hit Level-Three Super Yamaguchi Combo

Cross up, tap FK

Tap (↓ JP)

Tap (↓ SK), two-in-one

Motion ↙ ← SK

Motion ↓ ↘ → ↓ ↘ → (JP SP FP)

More Combos

Five-Hit Hurricane-Kick Combo
Jump in deep, tap FP, tap (↓ SP), two-in-one, motion ↙ ← RK for three hits

Four-Hit Juggle Combo
Jump in deep, tap RK, tap (↓ SK), two-in-one, motion ↙ ← SK, motion → ↓ ↘ JP

Five-Hit Uppercut Combo

Jump in deep, tap FP

Tap (↓ FK), two-in-one

Motion → ↓ ↘ FP for three hits

Six-Hit Air-Fireball Corner Combo

Jump in deep, motion ↓ ↘ → FP

Tap (↓ JP)

Tap (↓ SK), two-in-one

Motion ↙ ← SK

Motion → ↓ ↘ FP for two hits

Seventeen-Hit Level-Three Super Combo

Jump in deep, tap JP

Tap JP, two-in-one

Tap →, SK, FP for 15 hits

Six-Hit Ground Corner Combo

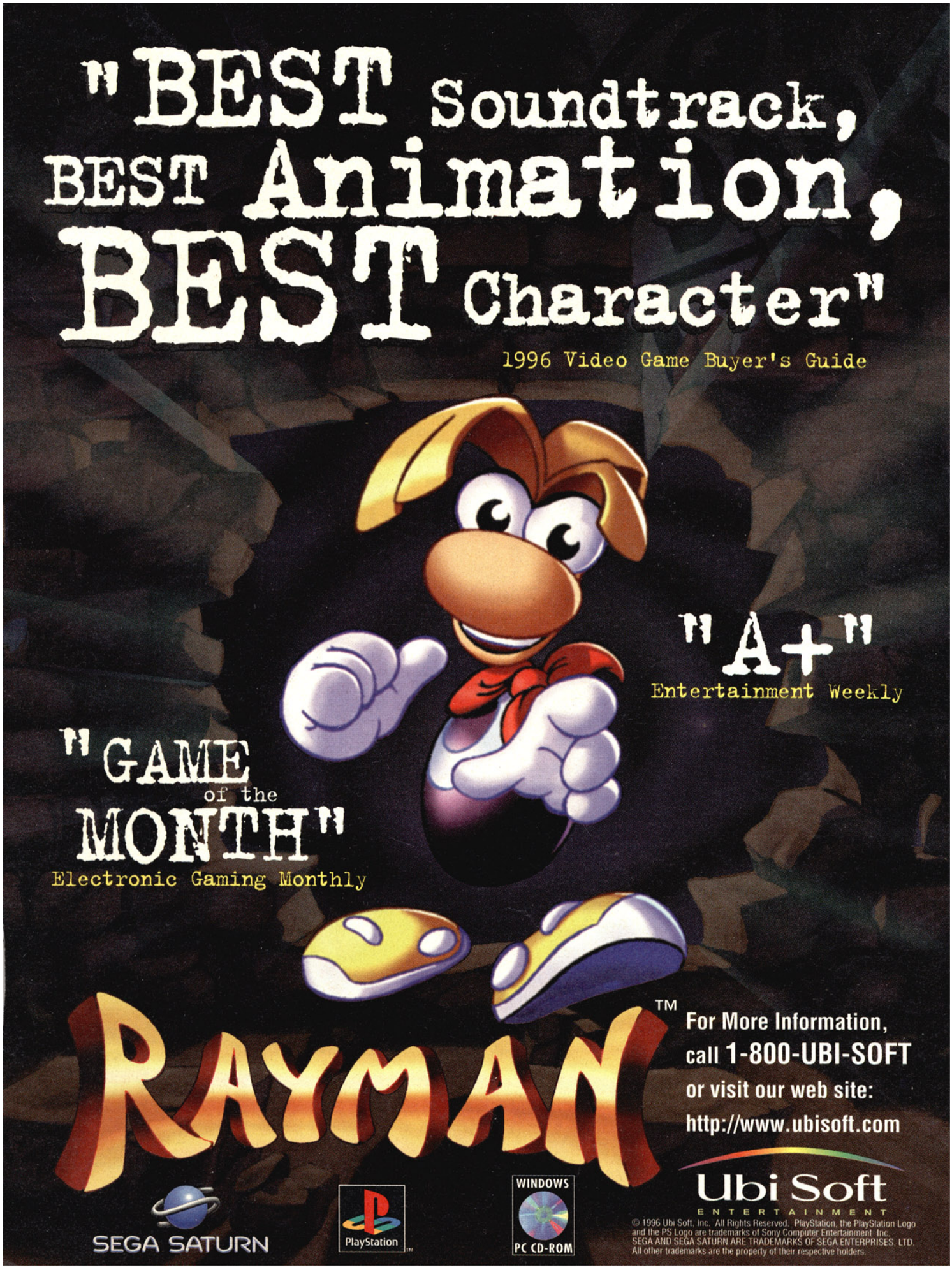
Tap (↓ SK)

Tap JP

Tap (↓ SK), two-in-one

Motion ↙ ← SK

Motion → ↓ ↘ FP for two hits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Sagat

Special Moves

Tiger Crush

Motion → ↓ ↘ K

High Tiger Shot

Motion ↓ ↘ → P

Low Tiger Shot

Motion ↓ ↘ → K

Tiger Claw

Motion → ↓ ↘ P

Super Moves

Tiger Cannon

Motion ↓ ↘ → ↓ ↘ → P

Tiger Genocide

Motion ↓ ↘ → ↓ ↘ → K

Tiger Raid

Motion ↓ ↙ ← ↓ ↙ ← K

Strategy Tip

Use this juggle tactic against enemies that are jumping in.

Tap JP, two-in-one

Motion → ↓ ↘ FP

Combos

Nine-Hit Uppercut Combo

Jump in deep, tap RK

Tap SP, two-in-one

Motion → ↓ ↘ FP for seven hits

Three-Hit Fireball Combo

Jump in deep, tap RK

Tap (↓ SP), two-in-one

Motion ↘ → RK

Nine-Hit Cross-Up Combo

Cross up tap FK

Tap (↓ SK), two-in-one

Motion → ↘ ↘ FP for seven hits

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Nine-Hit Level-Three Super Combo

Cross up, tap FK

Tap (↓ SP), two-in-one

Motion ↙ ← ↓ ↙ ← (SK FK RK)

Four-Hit Tiger-Knee Combo

Jump in deep, tap RK

Tap SP, two-in-one

Motion → ↓ ↘ RK for two hits

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK)

Motion → ↓ ↘ JP

Motion → ↓ ↘ FP

Better get used to being in this position again.

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MIDWAY

MATURE M AGES 17+ CONTENT RATED BY ESRB

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

Sodom

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Special Moves

Carpet Bomb

Motion ↓ ↘ → ↗ K

Jitte Slice

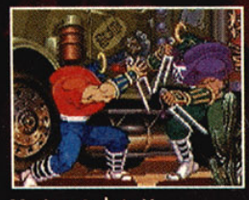
Motion ↓ ↘ → P

Jitte Kick

After knockdown, motion ← ↙ ↓ K

Power Bomb

Motion ↓ ↘ → ↗ P

Counter Catch

Motion → ↓ ↘ K

Jitte Roll

After knockdown, motion → ↘ ↓ P

Super Moves

Mega Jitte Slice

Motion ↓ ↘ → ↓ ↘ → P

Mega Power Bomb

Motion two 360-degree circles starting from any direction and press any punch button

Combos

Three-Hit Carpet-Bomb Combo

Jump in deep, tap RK | Tap (↓ FP), two-in-one | Motion ↘ → ↗ RK

Three-Hit Jitte-Slice Combo

Jump in deep, tap FP | Tap (↓ FP), two-in-one | Motion ↘ → FP

Three-Hit Power-Bomb Combo

Jump in deep, tap FP | Tap SK, two-in-one | Motion ↓ ↘ → ↗ P

Three-Hit Cross-Up Combo

Cross up, tap SK | Tap (↓ FP), two-in-one | Motion ↘ → ↗ RK

Three-Hit Level-Three Super Combo

Jump in deep, tap RK | Tap SK, two-in-one | Motion two 360-degree circles starting from any direction, tap (JP SP FP)

Level-One Custom Combo

Tap (JP SP SK) | Tap (↓ FK), two-in-one | Motion ↘ → FP | Motion ↓ ↘ → FP

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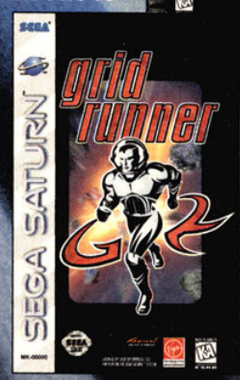

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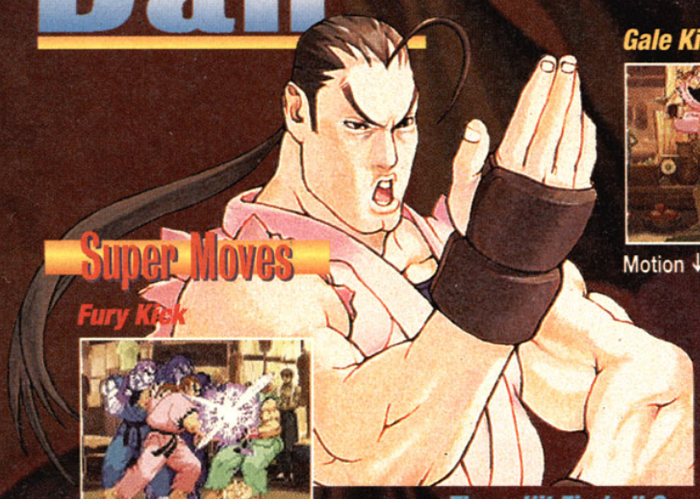
KIDS TO ADULTS K-A CONTENT RATED BY ESRB

Dan



Special Moves

Gale Kick

Motion ↓ ↙ ← K

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Super Moves

Fury Kick

Motion ↓ ↙ ← ↓ ↙ ← K

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → K

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Combos

Three-Hit Fireball Combo

Jump in deep, tap RK | Tap (↓ FP), two-in-one | Motion ↘ → FP

Three-Hit Corner Combo

Jump in deep, tap RK | Tap (↓ SK), two-in-one | Motion → ↓ ↘ JP

Three-Hit Cross-Up Combo

Cross up, tap FK | Tap (↓ SK), two-in-one | Motion → ↓ ↘ JP

Seven-Hit Level-Three Super Combo

Jump in deep, tap RK | Tap FP, two-in-one | Motion ↓ ↘ → ↓ ↘ → (JP SP FP)

Four-Hit Cross-Up Combo

Cross up, tap FK | Tap JP | Tap (↓ SK), two-in-one | Motion ↘ → FP

Four-Hit Gale-Kick Combo

Cross up, tap FK | Tap (↓ FK), two-in-one | Motion ↙ ← FK for two hits

Four-Hit Darren Special Combo

Jump in deep, tap RK | Tap (↓ JP) | Tap (↓ SK), two-in-one | Motion ↘ → FP

Level-One Custom Combo

Tap (JP SP SK) | Tap (↓ RK), two-in-one | Motion ↙ ← FK | Motion → ↓ ↘ JP

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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

Adon

Special Moves

Jaguar Kick

Motion ↓ ↘ → K

Jaguar Tooth

Motion → ↘ ↓ ↙ ← K

Jaguar Knee

Motion → ↓ ↘ K

Super Moves

Jaguar Breed Assault

Motion ↓ ↘ → ↓ ↘ → P

Super Jaguar Kick

Motion ↓ ↘ → ↓ ↘ → K

Combos

Four-Hit Jaguar-Knee Combo

Jump in deep, tap FK

Tap SP, two-in-one

Motion → ↓ ↘ RK for two hits

Eight-Hit Level-Three Super Combo

Note: For more hits, rapidly press P or K when doing the super move.

Cross up, tap FK

Tap (↓ SP), two-in-one

Motion ↘ → ↓ ↘ → (JP SP FP) for six hits

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

M. Bison

Special Moves

Demon Flight

Charge ↓ two seconds, tap (↑ P), P

Scissors Kick

Charge ← two seconds, tap (→ K)

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion ↘ → RK, two-in-one

Motion ↓ ↘ → RK

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Super Moves

Slide

Tap (↘ RK)

Psycho Aura

Charge ← two seconds, tap (→ P)

Demon Stomp

Charge ← two seconds, tap (→ K)

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Super Psycho Crusher

Charge ← two seconds, tap →, ←, (→ P)

Knee Press

Charge ← two seconds, tap →, ←, (→ K)

Combos

Four-Hit Scissors-Kick Combo

Jump in deep, tap RK

Hold ←, tap RK, two-in-one

Tap (→ RK)

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK)

Tap ←, (→ RK)

Tap ←, (→ RK)

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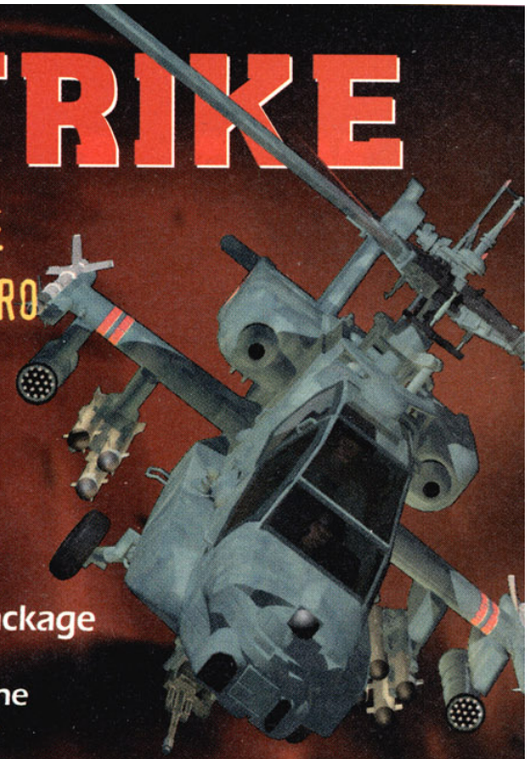

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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

Crash Bandicoot

Super Password

This password unlocks all the levels and gives you all the hidden items. Enter it at the Password screen:

△ △ △ △ × □ △ △

△ △ □ × △ ○ △ △

△ ○ □ △ × × × ×

Matt Chenoweth
Alta Loma, CA

PlayStation

Street Fighter Alpha

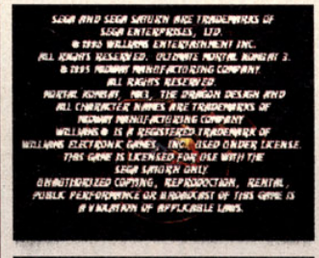
Fight Akuma

To fight the hidden character, Akuma, start a new game and pick Arcade Mode. At the fighter-select screen, pick any fighter, then immediately **press and hold L2, R2, and × simultaneously**. Hold the buttons until the match starts. Just before you begin to battle, Akuma will jump in and fight you.

Saturn

Ultimate Mortal Kombat 3

Cheats Menu



At the trademark screen (after the one that says "Prepare For Kombat"), **press C, R, A, Z, Y, C, Y, R, A, X**. You hear a laugh if you did the trick correctly. Then, at the screen with the UMK3 logo spinning over the options, **press Up**. A "?" box appears. **Press any button**, and you enter a cheats menu with free play, unlimited fatality time, one-round matches, and access to hidden characters.

PlayStation

Wipeout XL

Phantom Class, Infinite Time, and Infinite Shields

Phantom Class

Phantom, the fastest speed class, requires impeccable cornering. At the setup screen, **press and hold L1, R1, and Select**. While holding these buttons, **press** △, △, △, ○, ○, ○. The Phantom Class appears at the track/class screen.

Infinite Time

This cheat prevents the race from ending if you don't make a checkpoint on time. To access this cheat, pause the game during a race. Then **press and hold L1, R1, and Select**. While holding these buttons, **press** △, □, ○, ×, △, □, ○, ×. Unpause the game and you have infinite time.

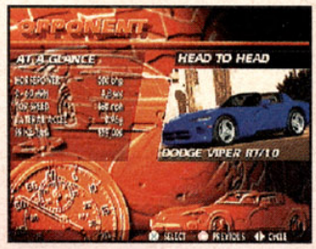
Infinite Shields

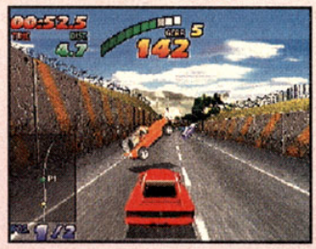
This trick prevents you from blowing up when your shields run out. To access this cheat, pause the game during a race. Then **press and hold L1, R1, and Select**. While holding these buttons, **press** △, ×, □, ○, △, ×, □, ○. Unpause the game and your shields never run out.

PlayStation

Need for Speed

Machine-Gun Code





Start a game in the Head to Head mode, pick your car, and then your opponent's car. Then **press and hold Up-Left on the directional pad**, **L1**, ○, **and** □. Continue to hold all the buttons through the screen that says "Loading." When the race starts, instead of a horn (usually activated by pressing Up), you have a machine gun. Use it to topple opponents and clear obstacles out of your way.

PlayStation

Jumping Flash 2

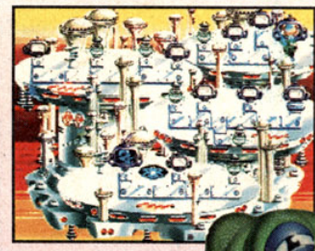
Super Mode

First, finish the game and save it to your memory card. Then go to the title screen and load the data. At the title screen, highlight "Game Start," and **press Left on the directional pad**. A new option called "Super" appears. Play a game in this mode and the levels are the same, except you can now jump up to six times!

PlayStation

Gex

Planet X Password



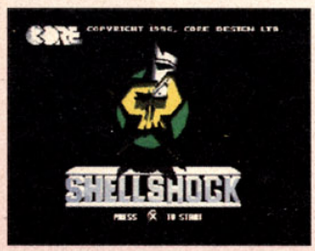
At the title screen, select the Password option and enter the following password: **RYYRYXKB**. This takes you to the secret stages of Planet X.

Chris Perlas
via Internet

PlayStation

Shellshock

Debug Menu and Invincibility



Debug menu: At the title screen, quickly **press Up, Down, Left, Right, Down, Down, Right, Right**, □. If you did the trick correctly, you hear a chime and a debug menu screen appears. Among the options are a level select, CD/sound test, and credits.

Invincibility: Start a game, and **press Start and Select**. Choose to abort the mission to quit the game. Then, at the title screen, **press Up, Up, Up, Down, Down, Down, Right, Right**, △. If you did the trick correctly, you hear a chime. Start a new game, and your tank is now invincible.

Arcade

Puzzle Fighter II

Play as Devilot, Dan, and Akuma

Play as Devilot

Player One should **press and hold Start**, then put the cursor on Morrigan, and **press Down 13 times**. When the timer reaches 10, **press any button**. Player Two should **press and hold Start**, then put the cursor on Felicia, and **press Down 13 times**. When the timer reaches 10, **press any button**. Now you can play as Devilot from the game Cyberbots.

Play as Dan

Player One should **press and hold Start**, then put the cursor on Morrigan, **press Down 13 times**, and **press any button**. Player Two should **press and hold Start**, then put the cursor on Felicia, **press Down 13 times**, and **press any button**. Now you can play as the "awesome" Dan.

Play as Akuma

Player One should **press and hold Start**, then put the cursor on Morrigan and **press Left, Down, Left, Down, Left, Down, then hold Left,** and **press any button**. Player Two should **press and hold Start**, then put the cursor on Felicia and **press Right, Down, Right, Down, Right, Down,** then **hold Right** and **press any button**. Now you can play as the powerhouse Akuma.

PlayStation

Final Doom

Invincibility, All Weapons, X-Ray, Complete Map, Items on Map, and Level Warp

Begin a normal game, pause, then press the following buttons:

Invincibility:	**Down, L2, □, R1, Right, L1, Left, ○**
All weapons:	**×, △, L1, Up, Down, R2, Left, Left**
X-ray:	**L1, R2, L2, R1, Right, △, ×, Right**
Complete map:	**△, △, L2, R2, L2, R2, R1, □**
Items on map:	**△, △, L2, R2, L2, R2, R1, ○**
Level warp:	**Right, Left, R2, R1, △, L1, ○, ×**

Saturn

Virtua Fighter Kids

Wireframe Mode and Play as Dural

Wireframe Mode

Start a new game and at the mode-select screen, pick Arcade Mode. Then pick any character at the fighter-select screen. When the box appears with the Normal and Kids modes, **press and hold the L button**, then select either mode. Hold L until the match begins. When the fight starts, you'll have a battle like the first-person Punch-Out game!

Play as Dural

To play as silver-colored Dural, go to the fighter-select screen and press Down, Up, Right, then **simultaneously press A and Left**. Silver Dural appears in the fighter box.

To play as gold-colored Dural, go to the fighter-select screen and **press Up, Down, Left,** then **simultaneously press A and Right**. Gold Dural appears in the fighter box.

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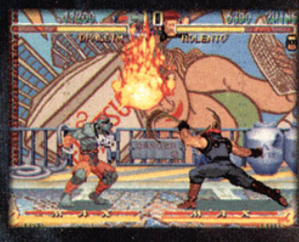

STREET FIGHTER ALPHA 2

CAPCOM

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PlayStation

Street Fighter Alpha 2*

Play as Tough Akuma

To play as a much tougher Akuma character, start a game in Arcade mode. Then, at the fighter-select screen, put the cursor on Akuma, **press and hold Select**, then move the cursor over Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, and stop on Akuma. With the cursor on Akuma, **press any button**.

James Lau
Belmont, CA

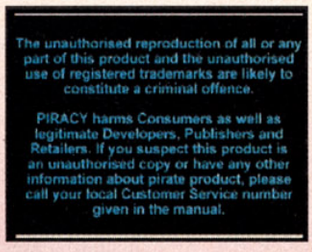
**This trick worked on a Japanese version of the game and may have been changed in the final American version.*

PlayStation

Destruction Derby

See the Reflections Team

KREMLIN



As the game is loading, wait for the screen with the piracy warning. Then **simultaneously press and hold L1, Left, and** ○. When the Reflections team logo appears, it shows all the programming team members.

PlayStation

WWF WrestleMania: The Arcade Game

Invincibility, Weaken Opponent, Stop Timer, Powerful Hits, Reset Cheats, and The Undertaker's Fatality

Invincibility: Pause the game anytime during a match. Then **press** ×, △, **R2**, **Up**. After entering the code, you see a flash. Unpause the game and your character is invincible.

Weaken opponent: Pause the game anytime during a match. Then **press** ×, △, **L2**, **Right**. After entering the code, you see a flash. Unpause the game and your opponent is weaker.

Stop timer: Pause the game anytime during a match. Then **press** ×, △, **R2**, **Left**. After entering the code, you see a flash. Unpause the game and the clock is stopped.

Powerful hits: Pause the game anytime during a match. Then **press** ×, △, **L2**, **Down**. After entering the code, you see a flash. Unpause the game and your character inflicts more damage.

Reset cheats: Pause the game anytime during a match. Then **press** □, ○, △, ×. After entering the code, you see a flash. Unpause the game and any previously entered cheats are canceled.

The Undertaker's Fatality

To do The Undertaker's fatality move, defeat an opponent, and when the words "Pin Him" appear, stand behind the opponent and near their waist. **Press Power Punch** (△). The Undertaker crouches and bats fly out of his opponent's stomach.

Nicholas Wolfe
Allison Park, PA

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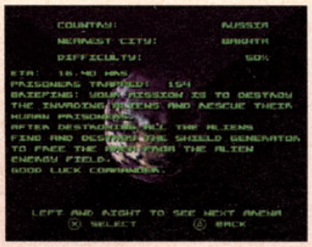
PlayStation

Krazy Ivan

Level Select



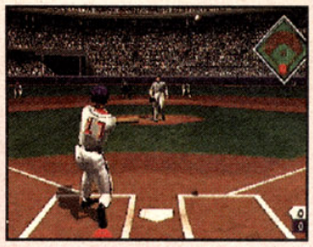
Start a game. When the mission option comes up (it starts on Russia), **press Right** (this moves you to Japan, an unavailable mission). When the globe bounces to the left, immediately **press and hold ×** and **Down-Left on the directional pad**. The globe starts bouncing to the right. However, the missions are unnamed, so you're never sure what stage you may land on.

PlayStation

Triple Play '97

Monster Home Runs and Development Team Players

Monster Home Runs



During a game or in the Home Run Derby, **press and hold R1, R2, L1, and L2**. While still holding those buttons, quickly **press Up, Up, △, △, Up, Up, ×, ×**. You will hear a chime if you did the trick correctly. When you hit the ball, it will go out of the park.

Note: This trick is very difficult to do and may take repeated attempts.

Development Team Members

Enter any of the names of the development team members and you will create a super player with special attributes.

PlayStation

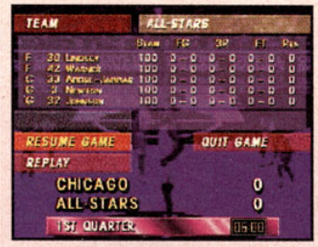
Slam 'N' Jam '96

Shot Percentage and Small Players

Shot Percentage

Start a game in any mode. Then, after the second Scouting Report screen, **press and hold L1**. Hold the button until the tip-off. At the tip-off, **press Start** to pause the game. While the game is paused, release L1. Then **press Start** to unpause the game. Now, whenever you take a shot, an onscreen percentage shows your chances of scoring.

Small Players



To play the game with small players, start a game in any mode. Then, after the second Scouting Report screen, **rapidly press R1** until the tip-off. At the tip-off, **press Start** to pause the game, then **press Start** again to unpause it. All the players are now pint-sized.

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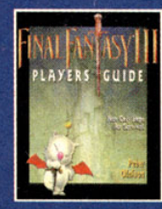

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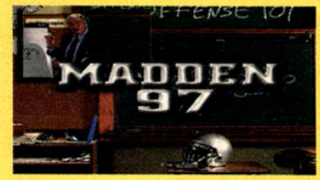

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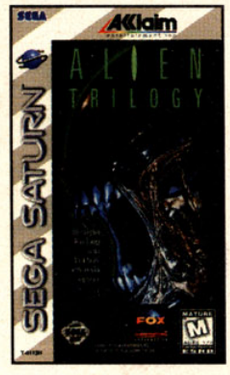

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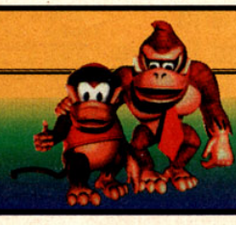

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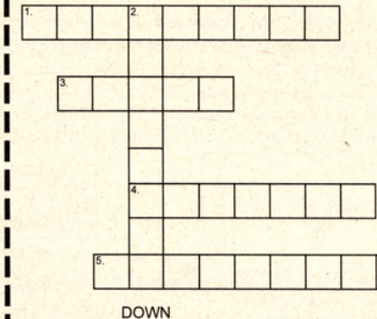

ACROSS

1. In Star Wars Shadow of the Empire Han Solo is frozen in _____.
3. These Nintendo brothers have their own movie.
4. Musician in The Crow City of Angels.
5. Die Hard, Harder, and with a _____.

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2. Pamela Anderson's movie _____ will be a video game in 1997.

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Mystery Word Grid

	H					
		E				
P	I	N	C	H	W	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

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VP/Associate Publisher

Cynthia Sandor
TEL: (415) 286-2515
csandor@gamepro.com

Josie Dollente
Sales Associate
951 Mariner's Island Blvd.
Suite 700
San Mateo, CA 94404
TEL: (415) 286-2560
FAX: (415) 349-1598
jdollente@gamepro.com

Marketing Services Mgr.

Susan S. Crown
TEL: (415) 286-2598
scrown@gamepro.com

Sara Wood
Advertising Coordinator
951 Mariner's Island Blvd.
Suite 700
San Mateo, CA 94404
TEL: (415) 286-2516
FAX: (415) 349-8532
swood@gamepro.com

National Accounts

Jim Shepherd
Custom Marketing
Sales Director
951 Mariner's Island Blvd.
Suite 700
San Mateo, CA 94404
TEL: (415) 286-2530
FAX: (415) 349-1598
jshepherd@gamepro.com

West Coast

Craig D. Lee
Regional Manager
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Suite 700
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TEL: (415) 286-2583
FAX: (415) 349-1598
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Midwest/East Coast

Karen Keavey
Regional Manager
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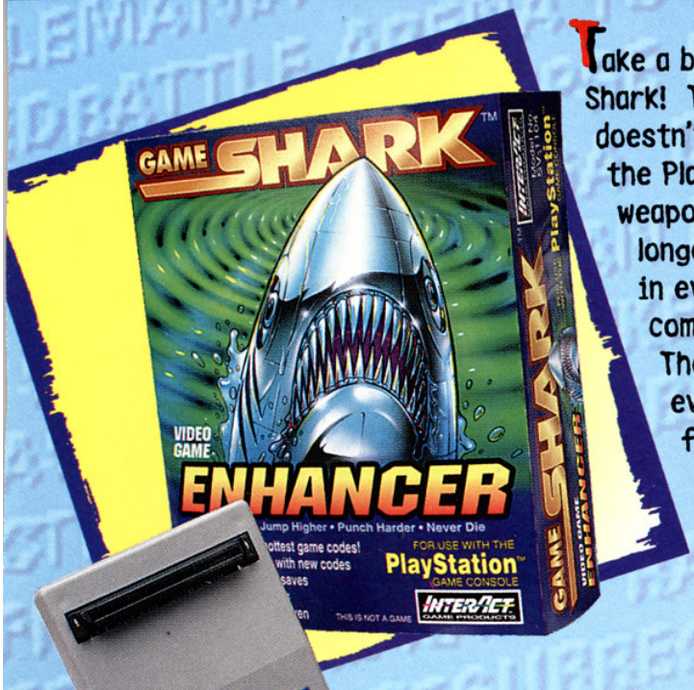

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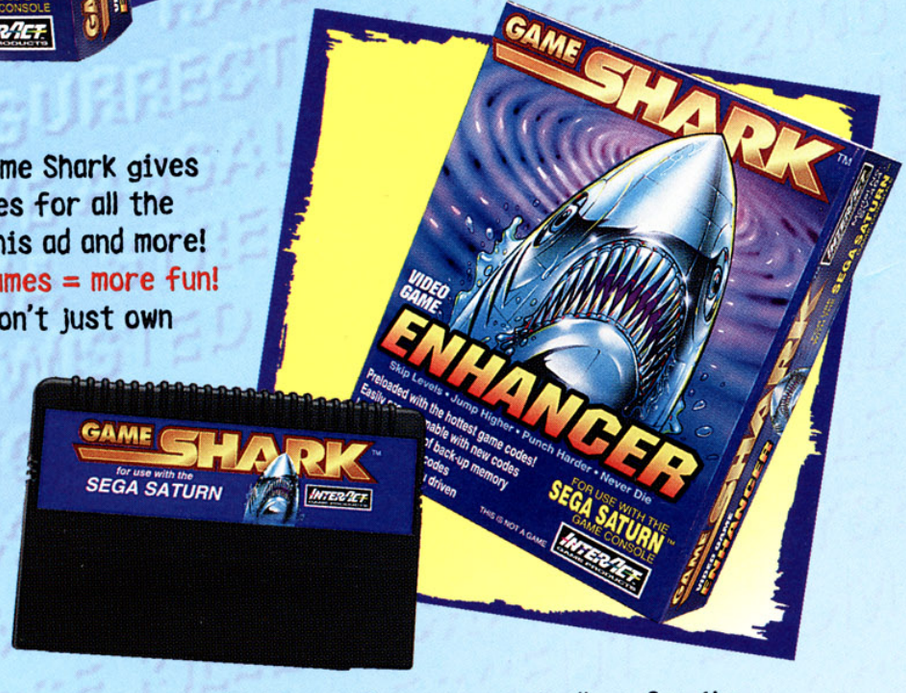

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